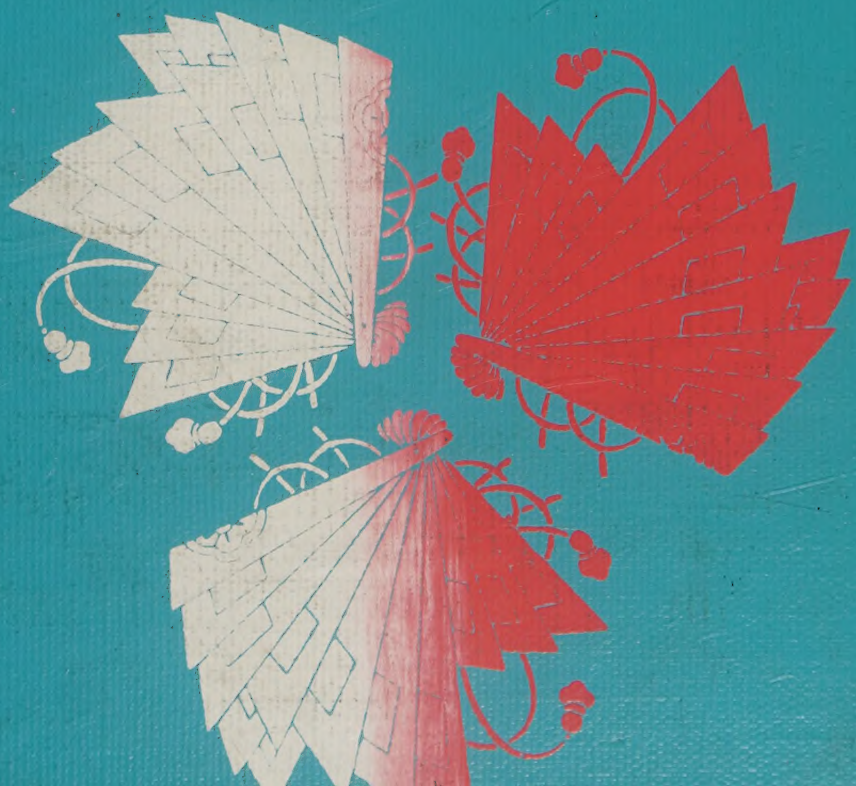

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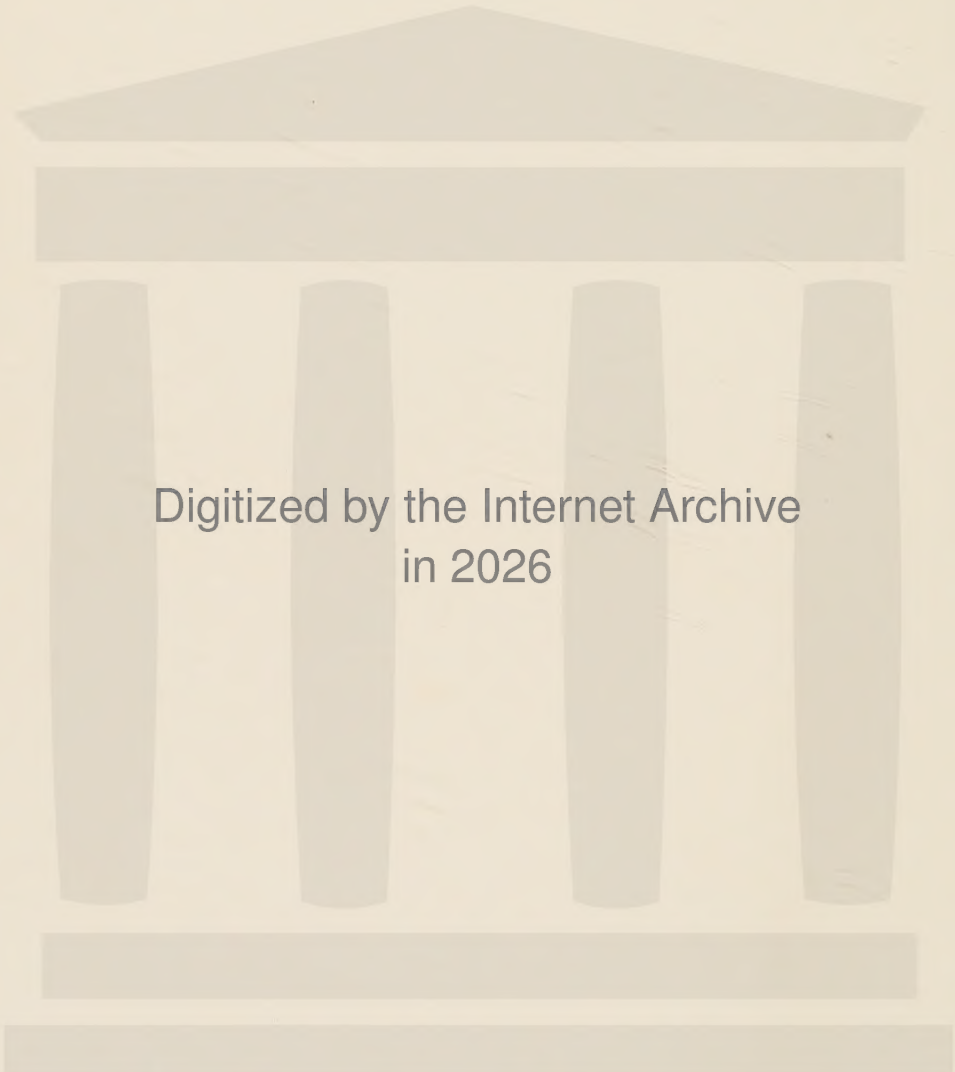
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# Game Manual

*By*

Frank H. Geri

*Director of Summer Playgrounds*

*Bellingham, Washington*

*Published by*

ERNIE ROSE
215 Seneca Street
Seattle, Washington

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**Illustrations**

*By*

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First Printing - - - 1949
Second Printing - - 1950
Third Printing - - - 1951

LITHOGRAPHED IN U. S. A.

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# INTRODUCTION

This book is written principally to aid teachers in their activity periods, leaders in the recreation field, leaders of Boy Scouts, Girl Scouts, Girl Reserves, and similar groups, and to serve as a text book in college courses in games and recreation. The recent trend away from specialists handling the activity period in the elementary school and instead leaving it in the care of the individual teacher, has created a need for an illustrated manual of games to serve as an abundant supply of accessible material.

The rules and regulations for the games have been condensed and organized so that they can be easily understood. Many teachers and leaders do not have the ability and knowledge necessary to choose a game suitable to the ability of youngsters. It is hoped this book will enable a leader to see at a glance the type of game that would best fit the situation. The games have been classified according to an age level, but many games have been found to be workable on all levels. No games requiring great skill or official rules have been included, as the material is intended primarily for enjoyment rather than competitive play.

The book has been illustrated for the convenience of the readers. The illustrations give one a clear idea of how a game is set up, therefore much of the reading material (i. e., boundary lines, distances, etc.) were eliminated.

Variations for certain games are necessary because of the group, ages, weather conditions, and the knowledge children have of the game. Thus many variations are added throughout the book. Due to a lack of space, it is impossible for one to include variations for every problem that might arise, so the leader should keep this in mind, and vary the game to suit his own situation. Any game can be varied to develop further interest in the activity, and the children often suggest rule changes that add to the enthusiasm of the group. The child's interest in activities is enthusiastic and spontaneous, but it can be quickly destroyed by poor teaching, lack of variation, and over use of the activity.

Credit must be given here to the people who have worked on the Bellingham summer recreation program and who have assisted with suggestions for games and criticism of the material as it was written. The author is indebted to Miss Lois French for the attractive drawings and diagrams which accompany the text.

FRANK H. GERI

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# PRACTICAL HINTS AND TECHNIQUES FOR THE PLAYGROUND LEADER

**THE GAME:**

Game play must be kept snappy and vigorous. A good supervisor kills a game before it goes "dead". Perhaps one of the worst techniques on the playground is the carrying on of a game that has lost all interest to the players. The weather, disposition of the group and the leader, the nature of the game itself, all contribute to the variances employed in the length of the game. But much can be done for a game by the attitude and enthusiasm of the instructor. One must first have confidence in the game and consider it worth teaching. One cannot sell a game that is believed to be valueless.

The game should be selected for the ability of the group. Don't play "down to them", for a child feels belittled if he thinks the games are too young for him. Neither aim too high, for to play a game above a child's ability is discouraging, and he soon tires of it. Even though it be a really good game, it may be that he will never enjoy it because of the unsatisfactory introduction.

The supervisor must know a game thoroughly before teaching it. For nearly every game there is a variation or a different set of rules. Teach rules first and insist that all players know them that way; then if variations are in order, they can be given after the game has been established and learned.

**INTRODUCING THE GAME:**

To introduce a game, contest, or race, use a whistle to call the group. Name the game and arrange the players in formation. Explain the game briefly, putting the players through demonstrations of various positions. Ask for questions, then start the game as quickly as possible. Don't let the explanation be too lengthy. If the game has been played before, naming it reminds them of details of rules. Putting the group in formation before teaching the game makes it more intelligible to them. In so doing, however, always be sure that everyone can see and hear; i.e., if you have a circle formation, keep on the outside of the circle and have everyone drop hands while the explanations are given. Ask for questions to be sure that everyone understands all points.

It isn't always necessary to explain all the rules at once. If a game is complicated, leave out some of the unessential rules at first and add them as the group gets ready for them. For example in baseball, when a group has poor motor coordination, the three strikes for a poor batter or four balls for an unskilled pitcher makes a pretty poor game. Leave that rule out and let them pitch and bat until a ball is struck and claimed fair.

Use lead-ups to different games. For example: Baseball is a complicated game that requires both skill and mental alertness. The skill of wielding a baseball bat and of pitching are difficult to master. Begin with Long Ball. Only one base is used and more than one can be on base at a time. Even this can be taught in successive steps. In small children, since the large muscles develop first, the legs have better coordination than the arms. Hence a soccer ball rolled to a kicker stimulates baseball and makes a more successful game. Next a large rubber ball may be pitched with the batter striking with full hand or fist. Lastly, the game is approximated with a bat and an extra large soft ball.

Hit-pin-baseball is a good preliminary game to baseball also, but more advanced than Long Ball. These games are not merely sucessive steps to the ultimate "baseball", but each game is run in its own right. They are especially fun to the small child because they require less coordination, and he can excel in them. As he advances in ability he will enjoy the game that requires more skill. Discourage all horseplay from the start. Demand strict attention when a new game is introduced, and then explain it quickly and briefly. It may be the

supervisor's fault if a class is not showing good attention. Use a whistle to capture attention, and in starting and stopping the game. It allows freedom of laughter and excited voices, yet one can guide the game so that it is clean-cut and smooth. If interest and enthusiasm are maintained, any distraction will be taken care of by the members of the group. If the disturbers can take hold, a leader is failing to do a good job. Control of disturbers is an indication of leadership.

**INSIST ON FAIR PLAY:**

Rules must be enforced. Decisions must be fair. Standard rules should be followed explicitly. The written rules should be available so that they may be checked before the group if there is room for argument. Participants may be invited to check the rules, as it makes for more accurate playing and a better interest. This also establishes the leader as a fair person whose decisions are just. Children will give their confidence if they see that decisions are always justified.

**RESTING:**

Usually the time taken for re-forming new games and making new explanations allow ample time for resting. When enthusiasm is high, stopping too frequently or too long kills the spirit of the play. The game should be modified if it is too strenuous. If the group is getting tired, even though they want to keep playing, the game should be changed to a more quiet type so they can rest and resume the first again after they are rested. The games will stay fresh that way.

**CHOOSING PEOPLE:**

Sometimes it is better for the instructor to select the teams. This way, if he posts the list, there are no hard feelings by the person who was chosen last. If desired, however, two team captains can be selected and can choose the players away from the group, coming back with lists made out so the order of selection is not known.

Ordinarily the group will be lined up in a straight line and numbered off by twos, threes, fours, or whatever number will be necessary for the game. Sometimes they may number from the far end first to change the order. They should be made to stay in the position first chosen to better mix up the groups —friends tend to stick together each time and make the teams always the same. The instructor must always be alert to be sure the teams are equal. It makes for a much better game, competitively as well as psychologically.

New leaders should be chosen for every game, and captains should be so alternated as to give some of the poorer players a chance to be leaders, too. It takes a lot of courage to keep trying to play a game when one is obviously the poor player and never leads the group. Therefore, it is not always wise to let the best players organize and run the games. If there be a special occasion, like a birthday, the person celebrating may be "It", or choose the game.

If a game doesn't sell well, the instructor should note what modifications could be made to improve it. He must be aware of the size of the area in relation to the size of the group. If the tagged are caught too easily, he should widen the area. If the runner runs endlessly, he should shorten the spaces. An alteration may save a good game.

**VOICE:**

The instructor should speak slowly and distinctly. Those in the group should stand so his voice need be carried in only one direction. He must be sure to talk to everyone, not only those directly in front of him. Everyone should face

the leader so that all can see and hear. The children who cause the most distraction are usually the ones who can't see or hear what is going on.

**NEWCOMERS:**

When playing an old game, one of the players can explain the rules to the newcomer. It will refresh the players' memories, and afford an extra chance to clarify any rules that may have been doubtful. If the newcomer was brought to the ground by a regular member, that person will likely take care of him, but if he came as a stranger, a couple of children should be designated to show him around the grounds.

**MINOR FAULTS:**

Small errors in play may be corrected while the game is in session. Mistakes will be made often in the beginning of the game. These should be caught while the game is being played.

**MAJOR FAULTS:**

If a game is faulty, it should be stopped, straightened out, and begun again. When a game is mostly confusion, due to poor organization or inadequate explanation, it cannot be saved by attempting to repair it as the game continues. The game should be stopped and started over again, from the beginning.

**PREPARATIONS:**

No equipment should be given out until all directions have been given and the group is ready to play. However, all equipment should be ready. Boundary lines can be established in the morning before the playfield is officially opened, and bats and balls can be at hand. Nets should be up before the group is called together. The instructor should never gather a group, explain the game, and then rush into the shed for the equipment. That is a sure way to kill enthusiasm.

**PARTICIPATION:**

Everyone should participate in some way. Frequently there will be a guest who is injured or in some way incapacitated for active participation. This member may be used for judging, timing, markings, scoring, or whatever capacity can be found for him. He will be found eager for some sort of responsibility.

**DISCIPLINE:**

If a child is apparently in need of discipline, the first place to look is at the supervisor and the program to see the reason for this behavior. One can be too severe in the management of children. It must be remembered that a sharp word inspires sharp actions. Friendliness and a soft voice and quiet manner are far more effective and will promote confidence. Every effort should be made to prevent gaining the ill will of a child and to make him see that necessary punishment is just. This will build up a spirit of respect and loyalty. Occasionally there is a stubborn case that is more than the supervisor can cope with. The director should be notified of these discipline problems and arrangements should be made to take care of them. Upon no occasion should a supervisor strike a child or use cruel or unjust punishment. He must always think of the results of the punishment. Upon sending a child from the playground, all contact with the youngster is lost, and he may get into more difficulty. The supervisor's friendship and the playground may be needed by the child. The super-

visor therefore, must allow as much freedom as possible unless it infringes on the rights and safety of other children, or damages the equipment. Too many warnings are not a good policy. He must not threaten insincerely, but must be sure that all commands can be accomplished and then follow them through. He should try first to make all reprimands or instructions without the knowledge of the group. It is best never to make the child conspicuous, or an example. He will appreciate discreetness, and respect the leader for it.

The supervisor must avoid any suggestion that trouble is expected, for to know that trouble is expected is more incentive to give it.

A whistle, discreetly used, is one of the best devices for checking anyone at a distance. It avoids the necessity of calling out a name, and it is best to avoid yelling across a playground, whether for disciplinary action or not. Yelling gives a bad impression.

A respected supervisor will keep his hands off children for either discipline or display of affection. He will be amiable but not too friendly, and give no reason for any suspicion of "favorites". Nor will he hold a "grudge". Any punishment will be brief. If a child must be excluded from a game, it should be for a short time, not for the whole game. His trouble may be that he needs to expel some energy. When the person is restored to the game, it will be with a friendly attitude that all is well.

## AGE GROUPINGS

One of the most important factors influencing the playground program is the age grouping, since personal interests and abilities are determined largely by the child's age. The pre-school child plays very much to himself; he can well entertain himself alone. The elementary school child is more gregarious; he wants company for his pursuits. The junior high and senior high school groups prefer games requiring skill and achievement.

First, let us point out that a child under four years of age should be accompanied by a parent or guardian. Children under four require much supervision and are so individual in their play and desires that it is too difficult to group them and retain their interest.

The following groups have been found to be successful. Kindergarten and Primary (ages 4-8); Elementary (ages 8-12); Adolescent (12-15); and Late Adolescent (16 and above).

### KINDERGARTEN-PRIMARY (4-8)

The kindergarten children are just beginning to learn to play with others. Wagons, swings, sand boxes, and crayons attract them. Games that require little or no equipment have the most interest. They like stories, and will listen for long periods of time, then ask to have their favorites repeated. They like free play activities, running, climbing, and jumping. They are imaginative and like to act out the stories that they hear. Good stories to dramatize are Little Red Hen, The Three Billy Goats, The Three Bears, The Three Little Pigs, and Rumpelstiltskin. Costuming and props are unnecessary, as they can imagine themselves in almost any character or situation.

Fatigue comes quickly. They play hard and are suddenly tired. Time the games to guard against over-exertion. Space a vigorous game against a quiet game. Try imitative games. Let them prance like horses, fly like birds, be an airplane taking off, flying, and landing. By letting a few take part at a time, the others unknowingly rest while waiting their turn. Much of their activity will be made up as they go along, and this is to be encouraged. They should be helped to vary their play, given needed information to make their play more real, and read stories and shown pictures to give extra ideas for new fields to explore.

### ELEMENTARY SCHOOL AGE (8-12)

Natural development helps to increase skills of the next age group. As their hands become larger and can better handle balls, their muscles become more coordinated, and they run, jump, and turn with greater ease. Girls can frequently outrun, outplay, and sometimes outgrow the boys at this age.

Most of their activities lie in the vigorous games. Their real interest lies in running, dodging, throwing, climbing, and swmming. These are the activities for which they have an inherited ability, and developing skill in them by practicing, interests them most.

Great perfection of body coordination is not yet possible, but this is the time when practice must begin if special and unusual skill is ever to be attained. Some coaching can be done at this period. They can be taught to hold a bat correctly, the proper balance for throwing, the development of rhythm in their motions, etc., for the movements they use now are the skills they are practicing. It is now the easiest time for corrections, before the movement becomes mechanical and natural to them.

These children play together, but more for the sociability of the game than the cooperation. Their favorite games are of individual competition. Badge tests, requiring running, jumping, chinning, or anything that lets them compete against single individuals or even their own records, interest them. Marbles, jacks, roly poly, hop scotch, jumping rope, skating, collecting, and wading are popular. Some handicraft work may be done but usually things that are quite large, for the smaller muscles are not yet completely developed. Building of models interests the boys, and airplanes, boats, kites, and bird houses can be made. These children will far more often choose "work-up", "Newcombe", or "One-O-Cat" before playing a team game of baseball.

Boys and girls will vary in their interest at the end of this period. Apparatus, play rings, the giant stride, acting bars, and games of shuffleboard and croquet are a few of those enjoyed. Constructively, boys build model airplanes, boats, bird houses, or play mumblety peg, and both boys and girls will do some drawing. But the large leg and arm muscles are better developed than the smaller muscles of the hands and fingers. Their pictures will begin to be smaller and better work, but the absence of people is noticeable, since figures are difficult to draw, and their eye is seldom satisfied with the work of their hands. Frequently they refuse to draw, saying that they cannot do it. They need much encouragement and instruction. An eraser is used more than the pencil.

## JUNIOR HIGH SCHOOL (12-15)

Young adolescents are the group best known as the "Bobby Sox age". Many skills and aptitudes are acquired at this age. Physically many children seem to lose much of their previous ability, for as they grow, body changes take place, and a new awkwardness develops. Boys get gangly, and girls' hips widen which throws their legs in a different balance, changing their walk and lessening their running ability. The body takes the size and form of adult figures. At this time frequently the personality undergoes rather a sudden and radical change in mood, interest, and emotional stability. They are impulsive and very enthusiastic, and so engrossed in themselves that even the best mannered children are frequently quite rude. They are often thought quite lazy when they are really only day dreamers.

Team games become more popular, and the gang spirit develops. Boys and girls retain many of the same interests, but less in each other. At this period they are probably farther apart than at any other time in their lives. Scouting, Camp Fire, and similar activities are popular. Many teen-age clubs are formed. Hero-worship is frequent in popular athletes, movie stars, and other celebrities.

Collecting, team games of baseball, basketball, volleyball, captain ball, etc., are popular with both boys and girls. Interest in individual sports and contests, and tournaments of tennis, badminton, croquet, and ping-pong are popular with them.

## SENIOR HIGH SCHOOL (16-18)

Cooperation and team play are characteristics of senior high, or late adolescent, groups. But loyalty to individuals and ideals is more important than the "gang". The gang, or club spirit, is less, and Scouting, Campfire, and such are not quite so popular as with the Junior high groups. Boy and girl relationships are common, and doubles games of tennis, badminton, ping-pong, horseshoes, and such are popular. Mixed parties for social dancing, swimming, picnics, beach parties, and skiing are important to them.

Games of group competition have more appeal, but the stress is still for individual player to excel. There is danger of over-exertion because of the stimuli of group competition, self-achievement, and the partisanship of "rooters". Especially is this so if a supervisor uses driving tactics.

Interest in track and field sports is also prominent where the individual strives merely for points for a team rather than for personal honor. The danger is for too long exertion more than for too vigorous, causing injury to the heart and nervous system. It is important that the rest period be frequent and the games not too long. Bones are not entirely calcified at this age and there is more danger of broken bones now than for the adults. The danger is lessened if the activities are confined to people of the same age groups, rather than to allow heavier and older adults to enter their games of basketball and football type particularly. Proper equipment and uniform are important. Long distance running is dangerous and should be eliminated for this age, and basketball should be played in quarters rather than in halves, at the same time encouraging time-outs.

Girls also have a tendency to strive for individual superiority and enjoy team games too. They are even more liable to overdo and suffer from overexertion under stress before crowds and in competitive play. Much competitive play for girls has been dropped from high school and college athletics, and where teams visit still, the groups are mixed to provide sociability before competition. It is well to change teams frequently to guard against the building up of a single team loyalty which makes for stronger competition.

## GAMES

The games in this book are grouped by type, such as "basketball type games," "Net games", etc. While it is impossible to distinguish between the degree of skill required for some certain games, these are roughly arranged in an ascending difficulty. Games requiring a high degree of skill should always be led up to by simple games that afford practice in the individual game skills. Baseball, for example, includes throwing, hitting, catching, and an ability to judge speeds and heights. Each of these may be developed singly before being put together into the one game.

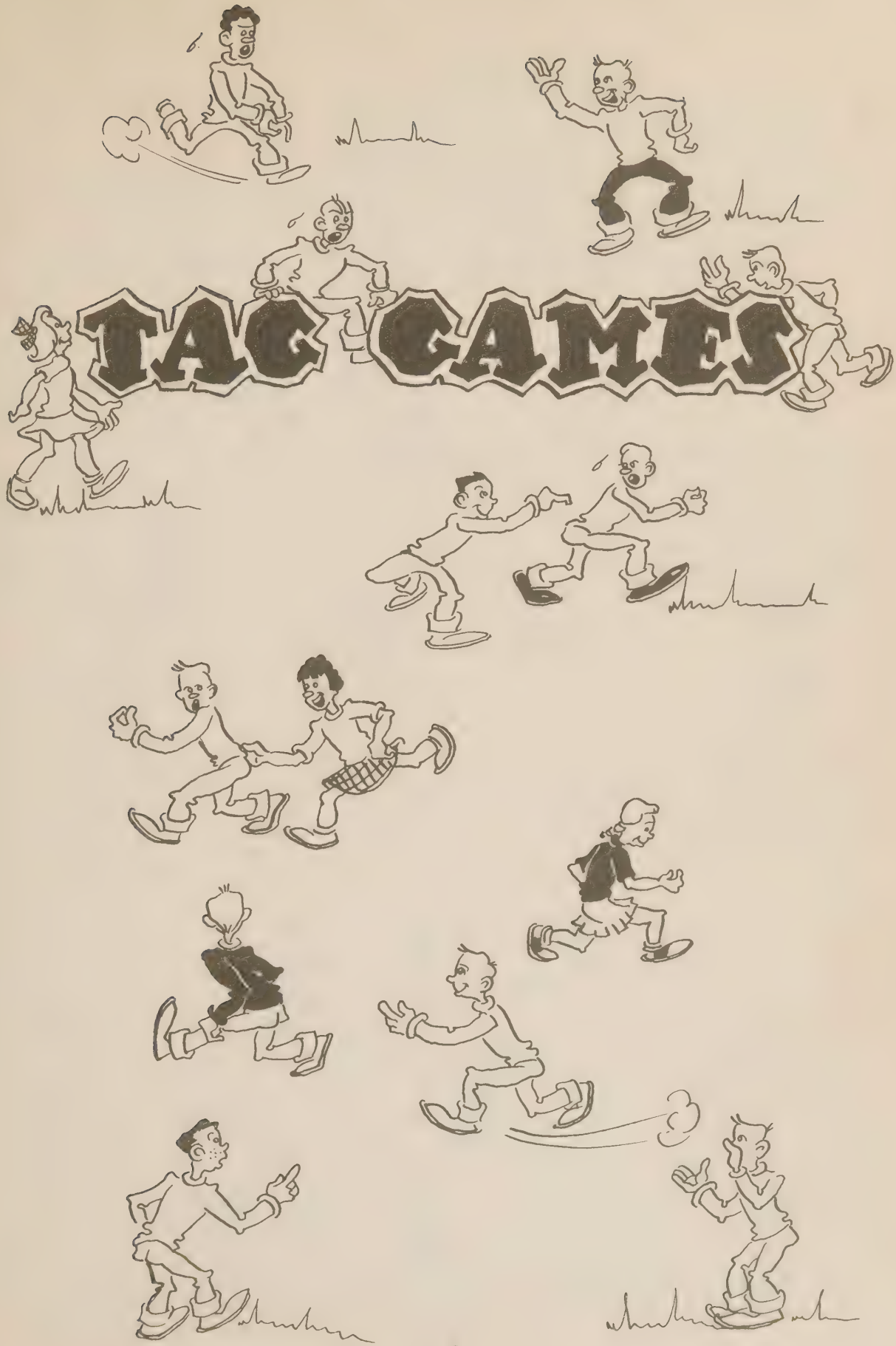
Tag games and quiet games are especially important for a playground that will have many young children. Tag games require little explanation or direction, and can be played in any given area. Youngsters can not keep an active pace for long periods continuously, and quiet games are essential for keeping the group together while resting or waiting for the next activity. The supervisor should always have a fund of these games ready to be used instantly where needed.

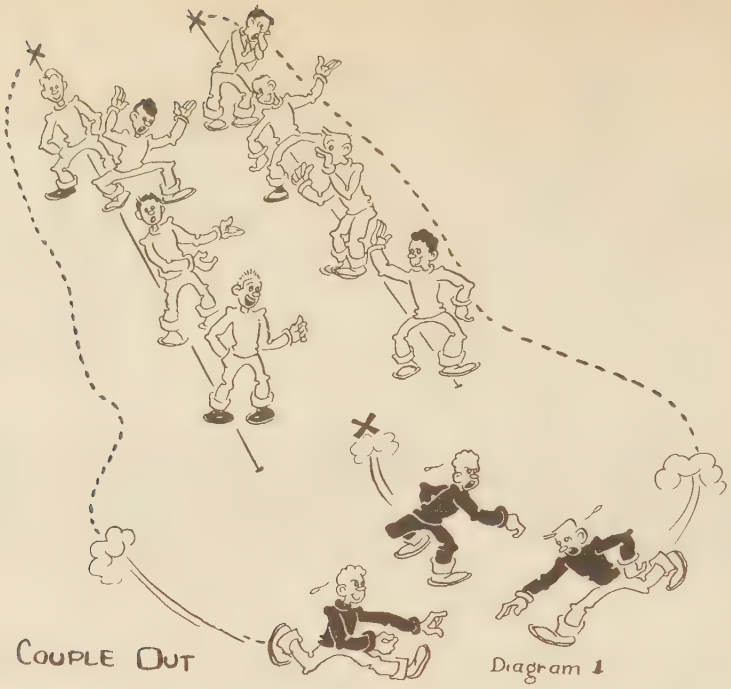
The highly organized games will be difficult to manage in places where only a few supervisors are available unless it is possible to get some volunteer help to umpire or referee. Some of the older children will be able to handle this part of the job very well if a little extra time is spent in coaching them. Care should be taken to pick leaders, not just older people. A sixteen year old boy who is a definite leader in his group will succeed at refereeing where an eighteen year old who lacks aggressiveness would probably fail to command the situation.

Relays are applicable to any age group. They are particularly good when there are few instructors and many participants. The organization is definite, directions are few, and it is easy to watch.

All of the games listed in the book are games that have been tried in several playgrounds and for more than one season. Frequently a game that is most popular in one field will not receive the same response in another. Most of the games listed here were highly recommended by the playfield leaders as being the most successful games for frequent use. After the title of each game will be found an abbreviation or a series of abbreviations indicating the age groups with which the game has been found useful. The groups are broad and many variations will be found even within any given locality. The abbreviations are:

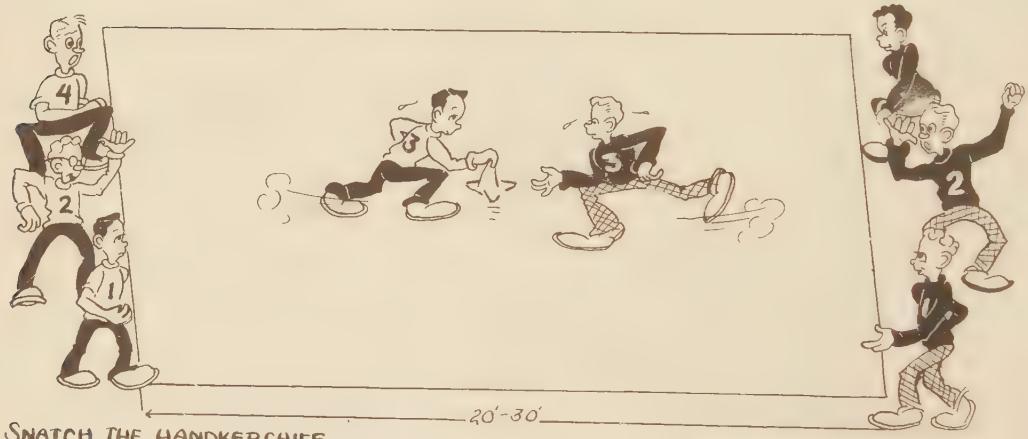
L.G., lower grades; U.G., upper grades; J.H., junior high school; and S.H., senior high school.


TAG GAMES



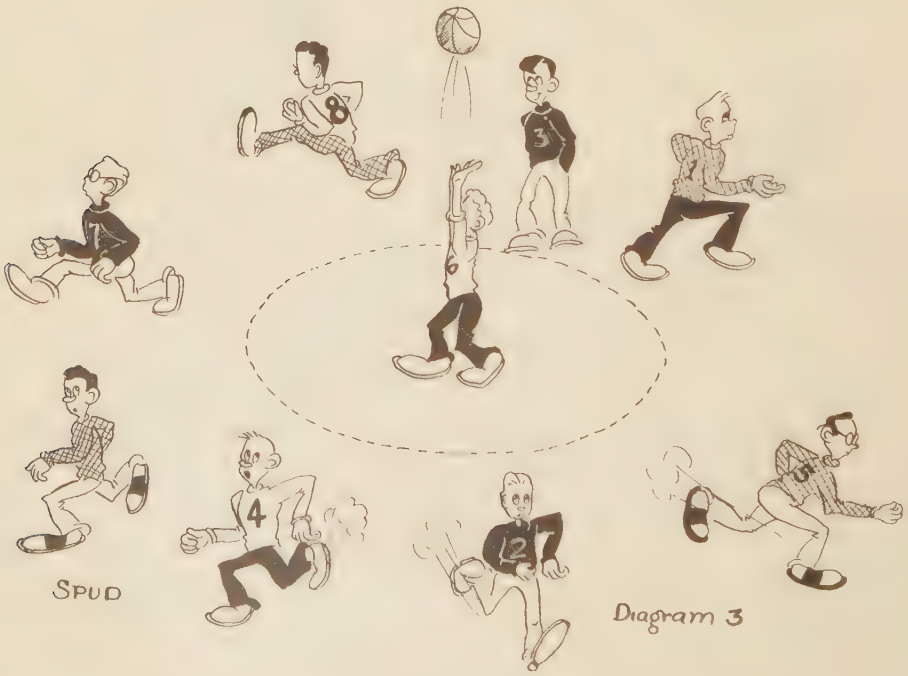
LAST COUPLE OUT

Diagram 1




SNATCH THE HANDKERCHIEF

Diagram 2



SPUD

Diagram 3

## TAG GAMES

**PLAYING FIELD:** All of the following games are suitable for either gymnasium or playground, although most commonly and effectively used on the playground.

**EQUIPMENT:** No special equipment is required for any of the games. at the most they may require a playball, handkerchief, stick, or rock, which will always be available.

**NUMBER OF PLAYERS:** Any number of players may play tag games.

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### LAST COUPLE OUT (U. G., J. H.) *Diagram 1*

**RULES OF THE GAME:** The players are arranged in a column, couples standing together facing inward. One person who it "It" stands at the front of the column with his back to the other players. "It" calls, "Last couple out!", and the last couple in the line runs forward, one on either side of the line in an attempt to join hands before "It" can tag them. "It" cannot look back or begin chasing until they are even with him. Should "It" tag one of the players, then "It" can go with the untagged person to the head of the line as partners, and the person tagged is "It". If "It" misses, the couple goes to the head of the line, and the next couple comes out.

### SNATCH THE HANDKERCHIEF (U. G., J. H.) *Diagram 2*

**RULES OF THE GAME:** Two equal teams line up. A handkerchief is placed in the center of the playing space between the two lines. Each player has a number. The leader calls a number, and the two players holding that number go after the handkerchief. The player that is not successful in getting the handkerchief chases his opponent back, trying to tag him. One point is scored for each player returning to his line with the handkerchief without being tagged.

### SPUD (U. G., J. H., S. H.) *Diagram 3*

**RULES OF THE GAME:** Each player has a number and stands around a circle, with one foot on the line. "It" goes to the center of the circle with a ball and throws it into the air, calling out a number. The person whose number is called must get the ball while everyone else runs away. As soon as the ball is recovered he may call "SPUD", and everyone must stop in his tracks. If he catches the ball on the fly, the original "It" must come back and try again. If not, the person whose number is called must hit another person with the ball from the spot where he recovers the ball. The other player may dodge or duck, but may not move from his spot either. If he moves or is hit, he becomes "It"; if not, the player who threw the ball continues to be "It". The circle is reformed and play resumes.

Each time a player becomes "It", he has a Spud against him. When he has three Spuds, he must go out of the game. He stands on the sidelines until another player gets three Spuds, then the first may reenter. Only one player may be out at a time.

## BEAR AND CATTLE (L. G., U. G., J. H.) *Diagram 4*

**RULES OF THE GAME:** Two goals are fifty feet apart, with a den at the side, midfield. Cattle stand at each goal, while the bear stands in the den. When the cattle run to exchange goals, the bear tags as many as he can. Cattle tagged become bears and must join hands, with the original bear always at the end and the first cattle caught at the head of the line. These two are the only bears who can tag. If the cattle can break the line, none can be tagged until the line is reformed. The last caught is the bear for a new game.

## CROSS TAG (L. G., U. G., J. H.) *Diagram 5*

**RULES OF THE GAME:** "It" can chase any player he wishes, but must change and run after any other player who runs between him and the one he is chasing. Thus a new runner may relieve a tired player at any time. Any one caught becomes "It".

## BRONCHO TAG (U. G., J. H.) *Diagram 6*

**RULES OF THE GAME:** Players scatter in pairs. One player is the head of the broncho and the other, with his hands clasped around his partner's waist, is the tail. One chaser and one runner are chosen. When the runner becomes tired, he seizes the tail of any nearby broncho and the head then becomes the runner. The broncho may twist and turn in any direction to prevent the tail from being seized, but must not use the arms to prevent the runner from catching on. If the runner is caught before he can seize the broncho's tail, he becomes the chaser, and the chaser becomes the runner.

## SEAT TAG (L. G., U. G.)

**RULES OF THE GAME:** All of the players are seated except one. The odd player walks or runs through the aisles, touches some player, and runs on around the group in the direction he is going. The one touched at once leaves his seat and runs around the group in the oposite direction. The one who first gets back to the vacant seat wins the seat. The other continues the game by being "It".

## ERASER TAG (L. G., U. G.)

**RULES OF THE GAME:** Two children are given erasers which they put on their heads. One is chased by the other. The chaser tries to catch the runner at the same time keeping his eraser on his head. After the eraser falls off either player's head, another player takes his place. When a runner is caught, a new player becomes chaser.

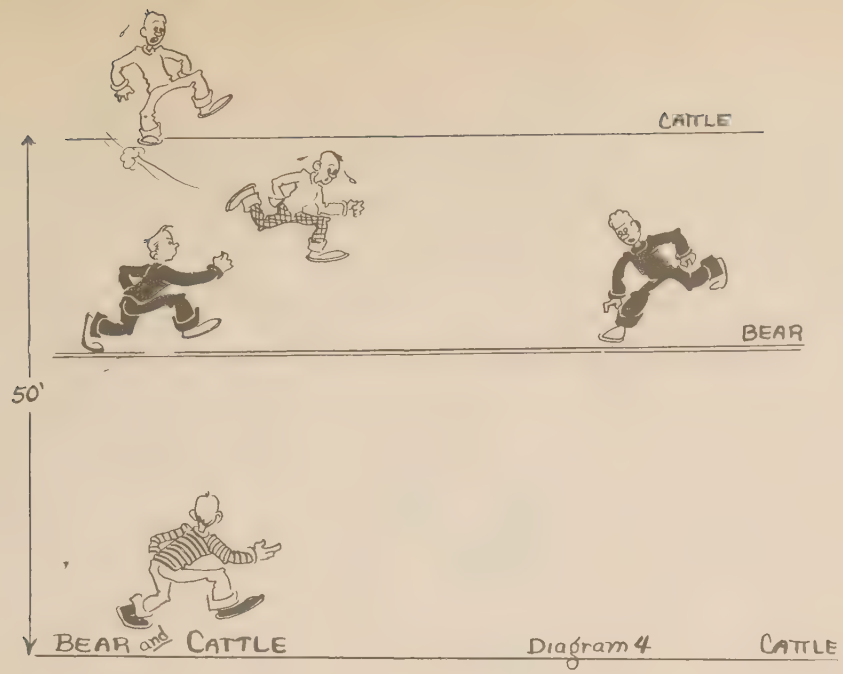
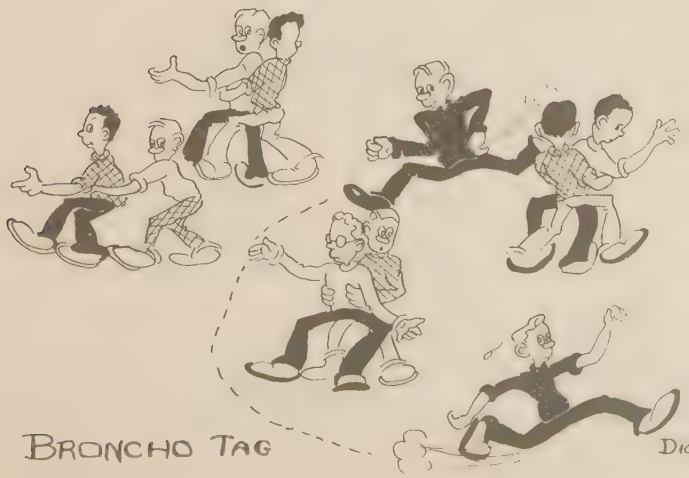



Diagram 4

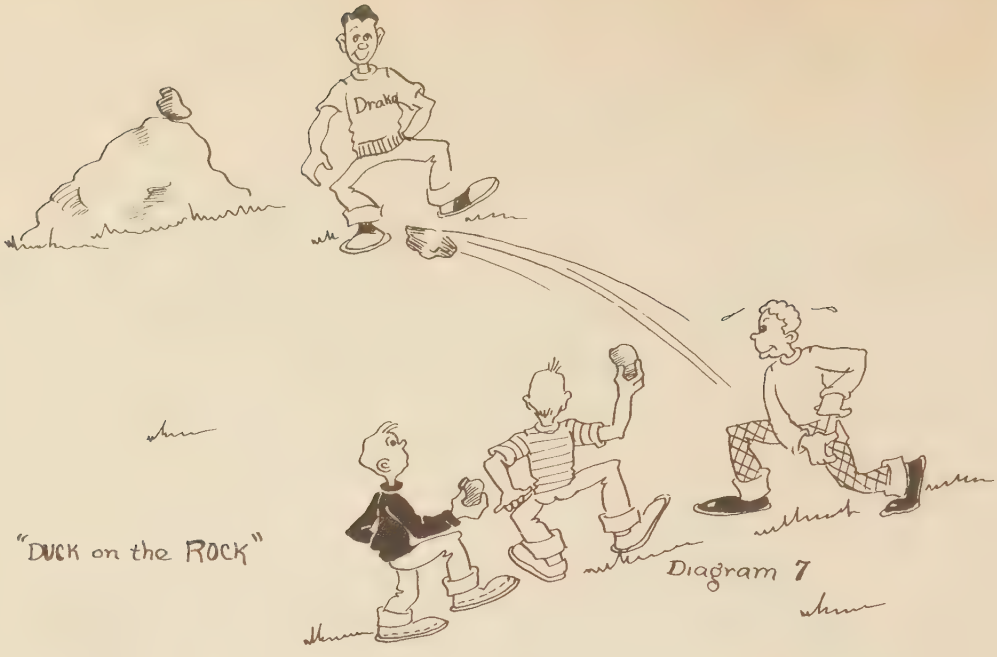
Diagram 5

CROSS TAG



BRONCHO TAG

Diagram 6

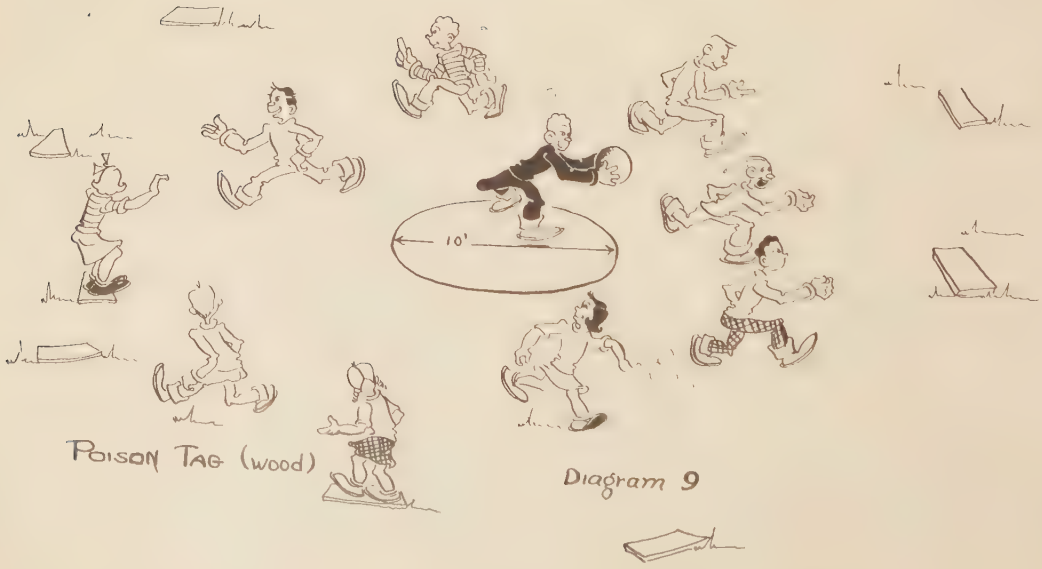



"DUCK on the ROCK"

Diagram 7

Hindoo Tag

Diagram 8




POISON TAG (wood)

Diagram 9

## DUCK ON THE ROCK (U. G., J. H., S. H.) *Diagram 7*

**RULES OF THE GAME:** A large rock (the duck) is placed on another rock or block of wood. A drake stands guard over it. All other players stand behind a line 20-30 feet away, and each in turn throws his stone at the duck and tries to knock it off the rock. If he misses, he must stand behind the goal. If someone knocks the duck off, all who have missed may run to recover their rocks. If anyone is tagged he becomes the drake. The drake must replace the duck before he can tag. A person who has missed may, if he wishes, run to recover his rock at any time. He can hold his foot on the rock and be safe, but as soon as he picks up his rock, he can be tagged, and he may not put the rock down again. Returning safely gives him another throw.

## HINDU TAG (L. G., U. G., J. H.) *Diagram 8*

**RULES OF THE GAME:** One player, selected to be "It", chases about trying to tag anyone who is not in a safe position—i.e., in a kneeling position with forehead on the ground. Players should not remain in one place, but should move about freely within the play area.

## POISON TAG (L.G., U.G., J.H.) (also WOOD TAG) Diagram 9

**PLAYING AREA:** 30-50 feet square, with a "Poison Circle".

**EQUIPMENT:** One or two 8" inflated rubber balls.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** The circle should be about 10 feet in diameter. The balls are in the center of the circle. Players form about 4 feet behind the circle. At a signal all try to push another into the circle while keeping out of it themselves. As soon as one is over the line, the players call "POISON!" and break and run. The poison person grabs a ball and tries to hit one of the runners. Two balls can be placed within the circle so that if two are pushed in they may both throw.

To vary the game, a few blocks of wood may be scattered nearby, and anyone whose foot rests on wood is safe from being hit.

## HAVE YOU SEEN MY SHEEP? (L. G., U. G., J.H.)

**RULES OF THE GAME:** One player who is "It" stands in the front of the group. He says, "Have you seen my sheep?". The group answers, "What color it it?". He answers by describing the clothes of some person in the room When someone thinks he is the one described, he rises and says, "Is it I?" If he is the right person, "It" chases him around the field trying to tag him before he regains his seat.

## SPOT (U. G., J. H., S. H.)

**EQUIPMENT:** Inflated playground ball or volleyball.

**RULES OF THE GAME:** Size of the playing area should be limited by players' ability for throwing a ball. Two players are 'It". They may range the field trying to hit other players with the ball. The others may escape in any way possible, within bounds, until they are hit. When hit they must stand in that spot. They may throw at another player if the ball comes into their possession, but may not move. When all are standing still, the game is over.

## SOCCER TAG (L. G., U. G., J. H.)

**RULES OF THE GAME:** Children scatter within a limited area. 'It" kicks a soccer ball gently around, trying to hit someone with it. Anyone touched by the ball is "It". The ball may not be kicked higher than the chest and may not be touched with the hands.

## POM.POM-PULL AWAY (L. G., U. G., J. H.)

**RULES OF THE GAME:** "It" stands midway between two parallel lines. All other players stand at one of the lines. "It" calls, "pom-pom-pull away, if you don't come, I'll pull you away!", and all players then run toward the opposite goal. Those caught by "It" help to catch those remaining. Last one caught is "It" for the next game.

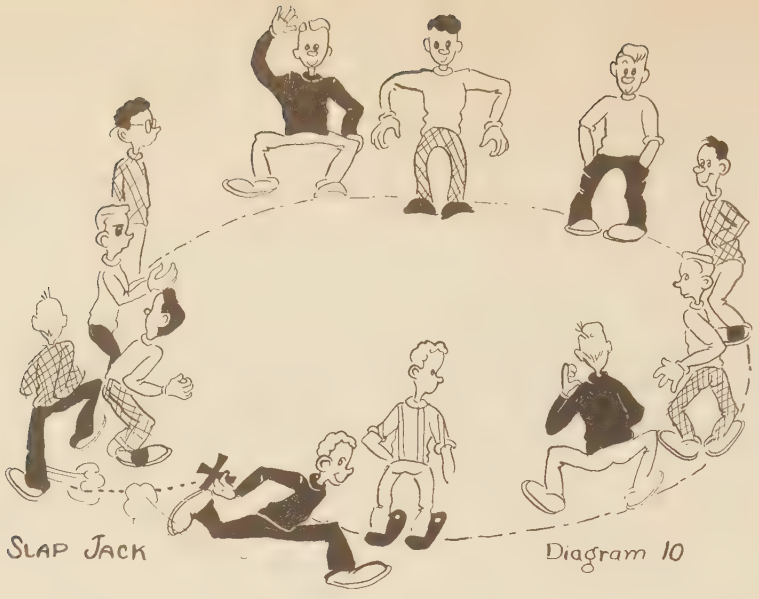
## LINK TAG (U. G., J. H.)

**RULES OF THE GAME:** Two players are "It" and join hands while attempting to tag others. All players tagged take a place between the first two, and the chain must remain unbroken in order to tag others. If a player is pressed closely, he may break the chain if he is able to, and so avoid being tagged. The last two tagged are "It" for the next game.

## BUTTERFLIES (L. G., U. G.)

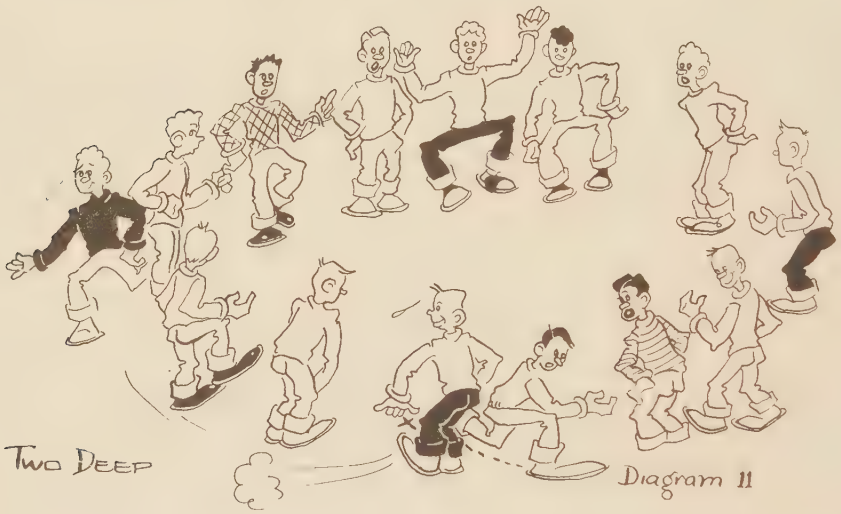
**RULES OF THE GAME:** One child is the butterfly catcher, and stands in front of the others. Another child is selected to be the first butterfly, and he runs around the room waving his arms slowly up and down. During his run he taps others on the head, and they rise and fly around the room in a line behind the first. When there are six or seven butterflies, and the butterfly catcher taps on the wall, the butterflies must fly home before they are caught. The first person caught is "It" for the next game.

# CIRCLE GAMES



SLAP JACK

Diagram 10



TWO DEEP

Diagram 11

SKIP AROUND the CIRCLE

Diagram 12

## SLAP JACK (L. G., U. G., J. H.) *Diagram 10*

**PLAYING FIELD:** Space enough for a single circle.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** The players are arranged in a single circle with their hands behind their backs. One player who is "It" stands outside the circle. "It" runs around the circle, slapping a player's hands lightly as he goes. The player who is slapped runs in the opposite direction, trying to get back to the vacant place first. The one who first returns wins the game and keeps his place in the circle. The other is "It" for the next time.

## TWO DEEP (L. G., U. G., J. H.) *Diagram 11*
## THREE DEEP (U. G., J. H.)

**PLAYING FIELD:** Playground or Gym.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** Players are arranged in a single circle with a runner and chaser outside. The chaser tries to catch the runner, who can save himself from being caught by jumping in front of any one of the circle players. When the runner gets in front of another player, that person becomes the new runner and must try to keep from being caught. Should the chaser catch the runner, then the runner becomes chaser.

THREE DEEP is identical except that players are arranged in a double circle instead of a single circle.

## SKIP AROUND THE CIRCLE (U. G., J. H.) *Diagram 12*

**PLAYING FIELD:** Playground or gym; 30-40 feet.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** Players form a large circle with one person on the outside. Outside person is "It", and must skip around and tag someone. The person tagged must skip the opposite direction. When the two meet they stop and bow, then link arms and skip a circle before continuing back to the vacant spot. The first one to reach the vacancy can have it; the other continues as "It".

## CALL BALL (L. G., U. G., J. H., S. H.) *Diagram 13*

**PLAYING FIELD:** Playground or Gym.

**EQUIPMENT:** Ball suited to age level.

**NUMBER OF PLAYERS:** Six to eight players in a circle.

**RULES OF THE GAME:** One person stands inside the circle and tosses the ball into the air, at the same time calling out the name or number of one of the players. The person called on must catch the ball before it touches the floor. If he succeeds, he becomes the leader and goes to the center. If he fails, the original center throws again. (The verticle toss, as used in this game, is difficult for primary children. Often they throw the ball over their heads rather than throwing it up vertically. The teacher can help them with this type of throw by suggesting that they release the ball as soon as they have lifted it to a position directly in front of the chest rather than waiting until they have it at shoulder height).

## CIRCLE STRIDE BALL (U. G., J. H., S. H.) *Diagram 14*

**PLAYING FIELD:** Playground or Gym.

**EQUIPMENT:** Any large ball.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** Players stand with feet wide apart in a circle. "It" stands in the center of the circle with the ball and attempts to throw the ball through the spread legs of someone. Players must keep their hands on their knees until the ball leaves "It's" hands.

## CIRCLE DODGE BALL (L. G., U. G., J. H., S. H.) *Diagram 15*

**PLAYING FIELD:** Playground or Gym.

**EQUIPMENT:** Ball to fit age level.

**NUMBER OF PLAYERS:** Twenty or more.

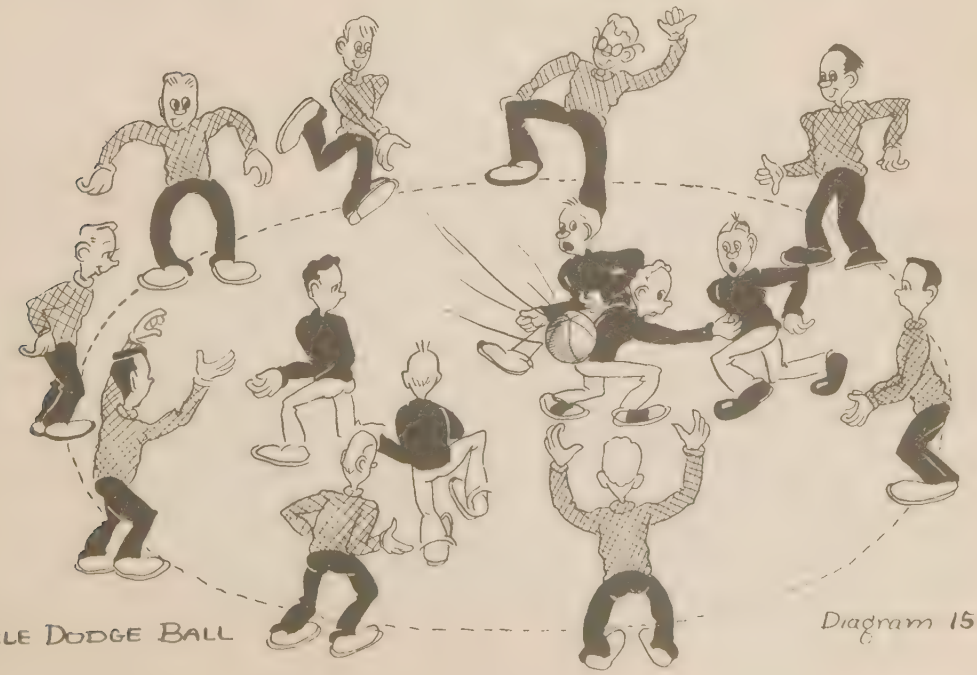
**RULES OF THE GAME:** Two equal teams are chosen. One team is inside a circle formed by the other team. The circle team throws the ball attempting to hit the players on the inside. If a player is hit, he is eliminated. The game continues until all inside players have been hit. They may dodge, jump or avoid the ball in any way except leaving the circle. If a player is hit by a ball thrown by a person who has stepped inside the circle, he does not need to leave. Teams change position when all are eliminated.

CALL BALL

Diagram 13

CIRCLE STRIDE BALL

Diagram 14



CIRCLE DODGE BALL

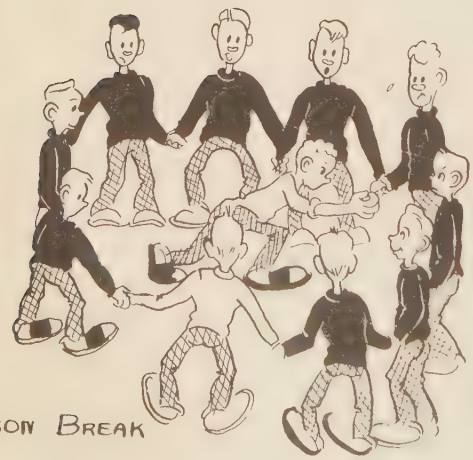
Diagram 15

CIRCLE RACE

Diagram 16

COME ALONG

Diagram 17



PRISON BREAK

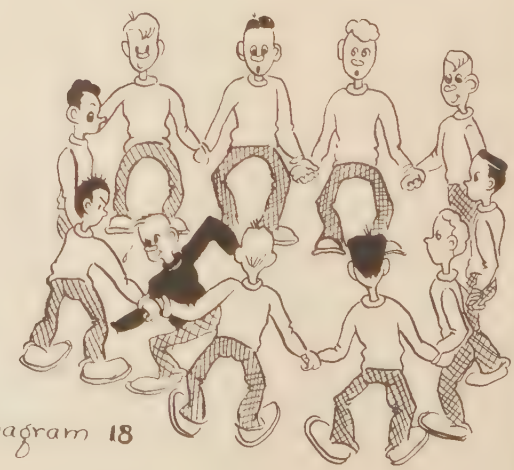


Diagram 18

## CIRCLE RACE (U. G., J. H.) *Diagram 16*

**PLAYING FIELD:** Playground.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** Players form a circle, each person an arm's length from the next. All face right. At the signal they begin to run, attempting to pass on the outside the person directly in front. If a person is passed, he drops to the center of the circle. Direction may be reversed at a signal also. The last player left is the winner.

## COME ALONG (L. G., U. G., J. H.) *Diagram 17*

**PLAYING FIELD:** Playground or Gym.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** Players stand in a circle, shoulder to shoulder. "It" skips around the inside of the circle and takes a person by the hand, saying, "Come along". The two skip along, and the second takes a third by the hand saying, "Come along", etc., until the signal is given. All then run for the vacant positions, and the one left out is "It" for the next game.

## PRISON BREAK (L. G., U. G, J H.) *Diagram 18*

**PLAYING FIELD:** Gym or playground.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Enough to form at least two circles, 8 to 10 each.

**RULES OF THE GAME:** Each circle joins hands and sends one player to the other circle. At a signal the encircled player tries to break out of the circle and rejoin his own circle. He may run, dive, crawl, or use any other means, but he may not hit or otherwise abuse individual players.

Each man breaking out scores one point. The players rotate being prisoner until all players have had a turn. The team having most points at that time is the winner.

## CIRCLE SITTING TAG (U. G., J. H.) *Diagram 19*

**PLAYING FIELD:** Playground or Gym.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** Seat the players in a circle, facing in. Select one player to be the runner and another to be "It". The chaser ("It") tries to tag the runner, running around the outside of the circle after him. The runner may become safe from being tagged by jumping over one of the seated players. The sitter is then the runner; he must jump up and attempt to escape being tagged. One who is tagged at once becomes chaser, and should tag the one who caught him if possible.

## CIRCLE TARGET (U. G., J. H., S. H.) *Diagram 20*

**PLAYING FIELD:** Playground or Gym.

**EQUIPMENT:** Rubber play ball, basketball or volleyball.

**NUMBER OF PLAYERS:** Twenty-Fifty.

**RULES OF THE GAME:** Team "A" forms an inner circle about 15-20 feet in diameter. Team "B" forms an outside circle around team "A". The outside circle should be formed about 20 to 25 feet away from the inside cricle.

Team "B" places one of its men inside of the team "A" circle. Team "B" attempts to get the ball to its man through team "A". Members of team "A" may kick or bat the ball away to prevent the center man from securing it, but they are not allowed to catch the ball. A member of team "B" may recover the ball from any spot on the play area but must return to his regular position to throw.

A team scores five points each time the ball is passed to its center man safely.

Time the game, giving each team three or four minutes to make a score and then alternate positions.

## GANGSTER AND HIS GUARD (L. G., U. G, J. H.) *Diagram 21*

**PLAYING FIELD:** Playground or Gym.

**EQUIPMENT:** Rubber play ball, soft volleyball.

**NUMBER OF PLAYERS:** Ten-Thirty.

**RULES OF THE GAME:** Arrange the players in a circle thirty to sixty feet in diameter. Select one player to be the gangster and another to be the guard. Place the gangster and his guard in the center of the circle and give the outside players the ball. At a given signal the players in the circle throw the ball at the gangster. The guard attempts to keep the ball from hitting the gangster by batting the ball away. The guard may not catch the ball. A player may enter the circle to recover the ball but must return to his position before throwing the ball. When the gangster is hit, the guard becomes the gangster, and the player that was successful and hit the gangster becomes the guard. The original gangster returns to the circle.

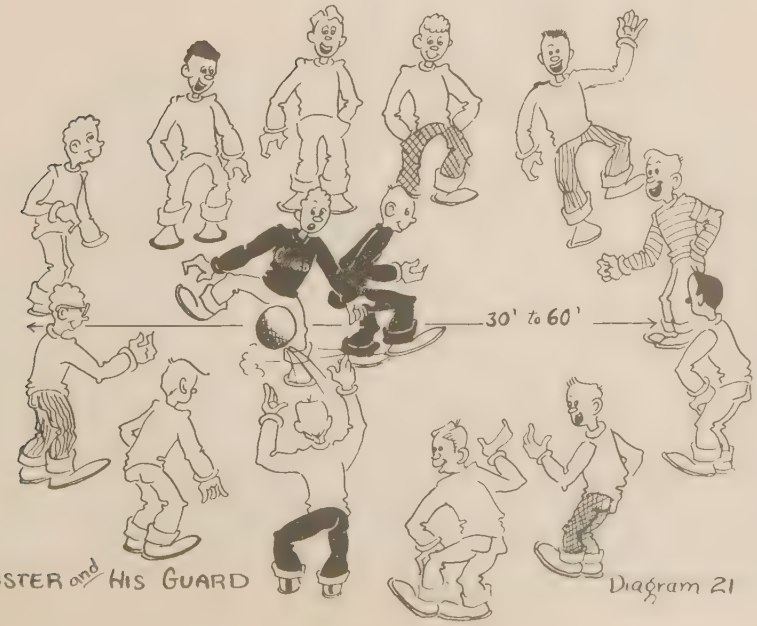
Variation: More than one ball may be used.

CIRCLE SITTING TAG

Diagram 19

CIRCLE TARGET

Diagram 20




GANGSTER and HIS GUARD

Diagram 21



CAMPBELL
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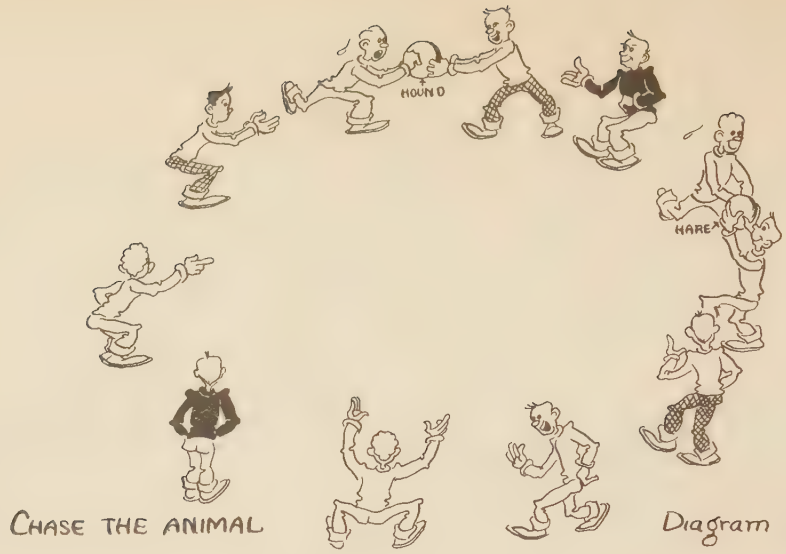



CHASE THE ANIMAL

Diagram 22

CAT AND RAT

Diagram 23

CIRCLE BRIDGE

Diagram 24

## CHASE THE ANIMAL AROUND THE CIRCLE (L. G., U. G., J. H.)

*Diagram 22*

**PLAYING FIELD:** Playground or Gym.

**EQUIPMENT:** Two balls or bean bags, varying in color or size.

**NUMBER OF PLAYERS:** Any number, 8-10 per circle.

**RULES OF THE GAME:** Players stand in a circle. The objects are given names such as "Rabbit" and "Hound." The first is passed into the circle and from player to player. When it gets about halfway around the circle, the second is started. If the second catches the first, the "Hound" wins. If the first one catches the second, the "Rabbit" wins.

## CAT AND RAT (L. G.)

*Diagram 23*

**PLAYING FIELD:** Playground or Gym.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** Arrange the players in a circle. Select one player to be the cat ("It") and another to be the rat. The cat and rat should be placed on opposite sides of the circle. At a given signal, the cat chases the rat. The rat may run through any of the openings between the players, (players should stand at least one arm's length apart) thereafter, the opening becomes closed to the rat. To close the hole the players join hands or put their hands on each others shoulders, thus closing the opening. The cat may run through the closed holes. The game continues until the rat is caught. Two new players are then chosen and the game continues.

## CIRCLE BRIDGE (L. G., U. G.)

*Diagram 24*

**PLAYING FIELD:** Playground or Gym.

**EQUIPMENT:** Volleyball, basketball, or rubber playground ball.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** Arrange the players in a circle, facing around the circle. Players stand in a stride position. Select one player to be "It". The ball is passed between the players legs, either forward or backward. "It" tries to touch the ball. If he touches the ball, the person having the ball in his possession is "It". If the ball is not in the possession of anyone at the time it is touched, the last person to have handled the ball is "It".

## GARDENER AND SCAMP (U. G., J. H.)

**PLAYING FIELD:** Playground or Gym.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** One player is the scamp and one is the gardener. The scamp stands inside the circle and gardener outside. The gardener walks around the circle saying, "Who let you into my garden?", and the scamp replies, "No one!" The gardener begins to chase the scamp, who runs in and out and across the circle, doing stunts and tricks which the gardener must imitate as he chases the scamp. Should the gardener fail to imitate any of his actions, a new gardener is chosen. When the gardener catches the scamp, new players become gardener and scamp.

## CIRCLE BALL (U. G., J. H., S. H.)

**PLAYING FIELD:** Playground.

**EQUIPMENT:** Ball suited to age level.

**NUMBER OF PLAYERS:** Eight to twelve players per circle.

**RULES OF THE GAME:** Each circle formed has a generous space between players. The ball is thrown around the circle to the right for a few throws, then back, then alternating as the players chose. Should a player fail to make the catch, he stands in the center of the circle. Many types of passes can be substituted as variations.

## CIRCLE SOCCER TAG (U. G., J. H, S. H.)

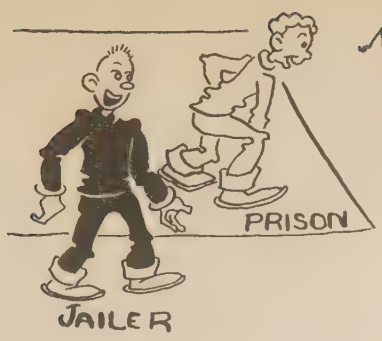
**PLAYING FIELD:** Playground.

**EQUIPMENT:** Soccer or play ball.

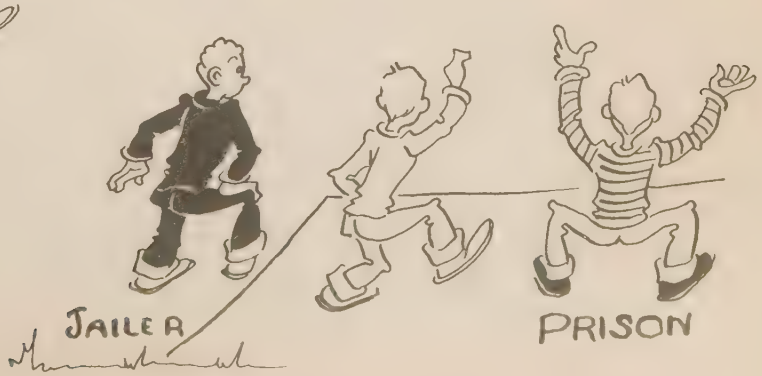
**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** Form a circle with one player inside. The other players may enter the circle with only one foot. The players kick the ball to each other in an attempt to keep "It" from getting it. Players may kick, butt, or use their bodies on the ball, but may not use their hands. "It" may use his hands.

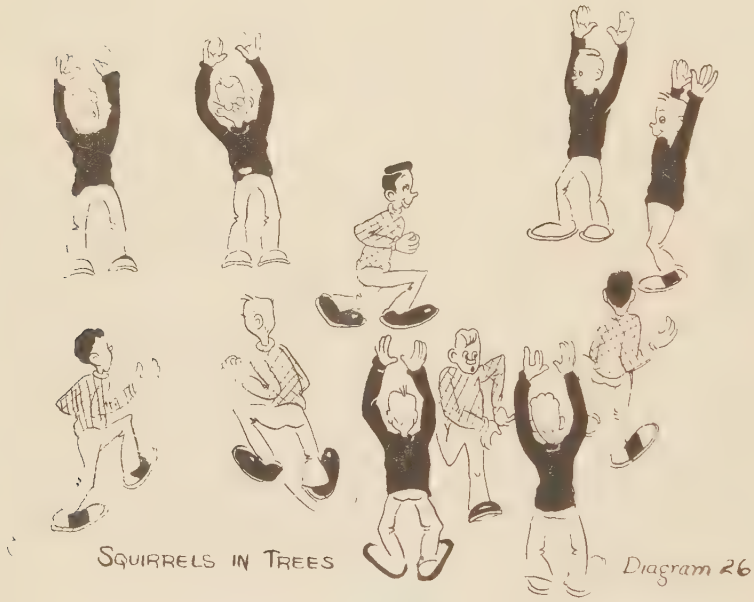
Any player who touches the ball with his hands, or who is responsible for "It" getting the ball, or who causes "It" to go out of bounds for the ball becomes "It".



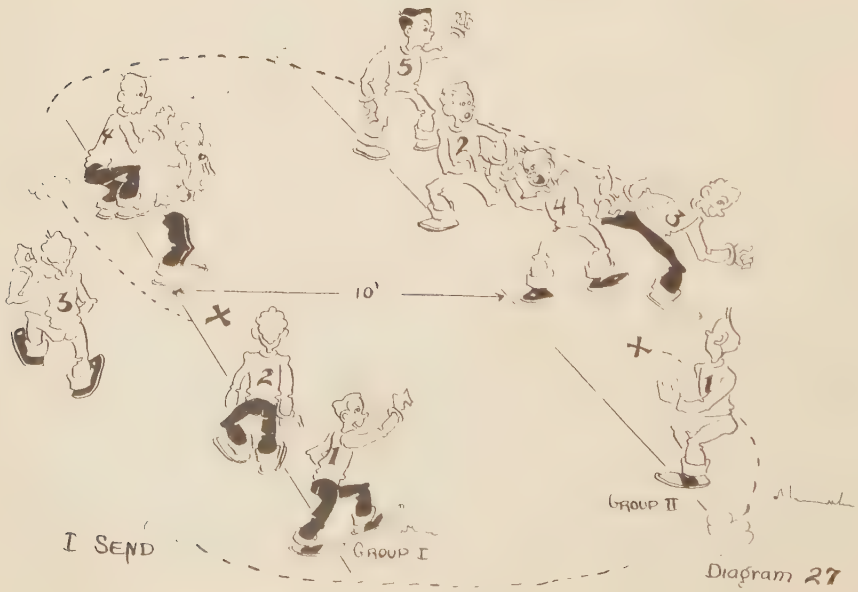
# GOAL GAMES



FLOWERS and THE WIND — Diagram 25



SQUIRRELS IN TREES — Diagram 26




I SEND — Diagram 27

## FLOWERS AND THE WIND (L. G.) *Diagram 25*

**PLAYING FIELD:** Room enough for two base lines about 60 feet apart.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number, divided into two groups.

**RULES OF THE GAME:** One group is the wind and the other is any kind of flower they wish to choose. The groups stand on opposite goal lines. About three feet in front of each goal is a dare line. The flowers walk to the opposite dare line. The players towards whom they are advancing try to guess what flower they are. When the right flower is named, the flowers quickly turn and run home, the wind chasing them. All players caught must join the wind group. The remaining flowers repeat their play, taking a different name each time. The game continues until all players are caught. Each group may alternate in being flowers.

## SQUIRRELS IN TREES (L. G.) *Diagram 26*

**PLAYING FIELD:** Any level space, indoors or out.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Ten or more, divided into groups of three.

**RULES OF THE GAME:** Two players within each group join raised hands to form a tree. The third player, the squirrel, stands within the tree. At a given signal (clapped hands or blown whistle) all the squirrels must leave their trees and run for another one. The squirrels who are without trees after the change go to the center of the playing area. They stay there until the signal to change is repeated. Then they try again to find an unoccupied tree.

## I SEND (L. G., U. G.) *Diagram 27*

**PLAYING FIELD:** Two lines, 40 feet apart.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number, divided into two equal groups.

**RULES OF THE GAME:** Players line up facing each other from parallel lines about ten feet apart. The leader of group one calls out the name of one player or his number from each group. The player from group I must try to catch the player from group 2 before the group 2 player can run around group 1 line and back to his original place. If the player is caught, he goes to group 1. If he gets back safely, group two gets to call out the name or number of a group 1 player.

## CROSSING THE BROOK (L. G.)

**PLAYING FIELD:** Any level space, indoors or out.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** Two parallel lines one foot apart represent the brook. Players line up in single file about 10 feet behind the brook and follow the leader in jumping across it. After all have had a turn the brook is widened. If any one fails to make it across the brook, he is "drowned" and out of the game. The player left when all others are drowned is declared the winner.

## COLORS (L. G.)

**PLAYING FIELD:** Room enough for two base lines about 60 feet apart.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number, divided into two groups.

**RULES OF THE GAME:** The groups stand on opposite goals with the leader in the middle. Each group chooses a color and then moves toward the center of the playing area until the two groups are about ten feet apart. The leader calls out a color name. When he says the color name of either side, the players on that side run to their goal as quickly as they can with their opponents chasing them. Those tagged before they reach their goal must join the other side. The side having most players at the end of the playing time wins the game.

## MAGIC CARPET (L. G.)

**PLAYING FIELD:** Any space, indoors or out, fitted to the group.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** The whole playing area is considered the "Carpet". Circles, squares, or crosses marked on it represent the magic spots. The players line up in single file and follow the leader around the area. When a stop signal is given, all those who are on the magic spots are safe; those who are not are out of the game. The game continues until there are only as many players as there are spots.

## GO AND GO BACK (U. G., J. H.)

**PLAYING FIELD:** Two lines, 40 feet apart.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** The players stand side by side on a line facing a parallel line 40 feet away. At the sound of a whistle, all players start to run toward the goal. When the signal is repeated, they reverse the direction of their running. The signal is given at odd intervals, and no one is sure which line will be the finish line. The first player to reach the goal wins. The game then starts over.

Variations: This game may be varied by having the players hop, skip, or by having them take partners and hop, skip, or run over the course.

## RED LIGHT (L. G., U. G.)

**PLAYING FIELD:** Two lines, 10 or more feet apart.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** One person is chosen to be "it". He stands behind the home base-line. All other players take their positions on the line. When the group is ready to start, the leader turns his back to them and closes his eyes and starts counting. All other players immediately start running toward the opposite goal and keep moving until they hear the signal for stopping. The leader reaches 10 in his counting and says, "Red Light!", the signal for stopping, then turns around. All children seen moving by the leader after he turns around come back to base and begin over again. The players try to go to the opposite goal line and back first. The player who gets back first is "it" for the next game. In some versions of this game the words "Cheesit" or "Statue" are used.

## BACK TO BACK (L. G., U. G.)

**PLAYING FIELD:** Gym or small field.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any odd number.

**RULES OF THE GAME:** One person is chosen to be "it". The other players are numbered off in couples. The couples are scattered about the room back to back. "It" gives two commands. One is "Back to Back, Face"; the other is "Back to Back, Change". When the command "Change" is given, each player must find a new partner and stand face to face with him. The player left without a partner is "it" for the next game.

## BARLEY BREAK (U. G., J. H.)

**PLAYING FIELD:** Field divided into three spaces each measuring from 10 to 50 feet square.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Six or more, at least one couple to each square.

**RULES OF THE GAME:** The middle square is called the barley field. The couple, or couples in the barley field are "it" and must play with arms linked. The players in the end squares advance into the barley field, tramping the barley by moving around the field without being caught. When one of the players is caught, he must remain inactive in the barley field until his partner is also caught. When the two are caught, they become warders of the barley field, changing places with the first couple. All others caught return to their own fields. The players owning the barley field may not step beyond its limits, nor may the players being chased take refuge in the field opposite their own. Couples in the outside fields should venture far into the barley, taunting the couple "it" by calling "Barley Break."

## MIDNIGHT (L. G., U. G.) *Diagram 28*

**PLAYING FIELD:** Small field or Gym.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** One player is the fox. All others are sheep. The fox has a den in one corner of the playing area. At the oposite end is the sheep fold. The fox leaves his den, and the sheep come to meet him. One sheep says, "What time is it?" If the fox answers, "1 o'clock", "4 o'clock", etc., the sheep are safe. Should the fox answer "Midnight", the sheep must run to the sheep fold, the fox chasing them. All caught help to catch the remaining sheep.

## TWO MAN TUG OF WAR (U. G., J. H., S. H.) *Diagram 29*

**PLAYING FIELD:** Any area; 3 lines, center line 10 feet from each outside line.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** A pair of players line up on the center line. They grasp each others' wrists and pull, attempting to pull the other across his goal. If they become separated, they join again at that point. Scoring can be either by individuals or by teams. Three contests are a match.

## TWO UP LINE SOCCER (U. G., J. H., S. H.) *Diagram 30*

**PLAYING FIELD:** Small field or Gym.

**EQUIPMENT:** Soccer ball.

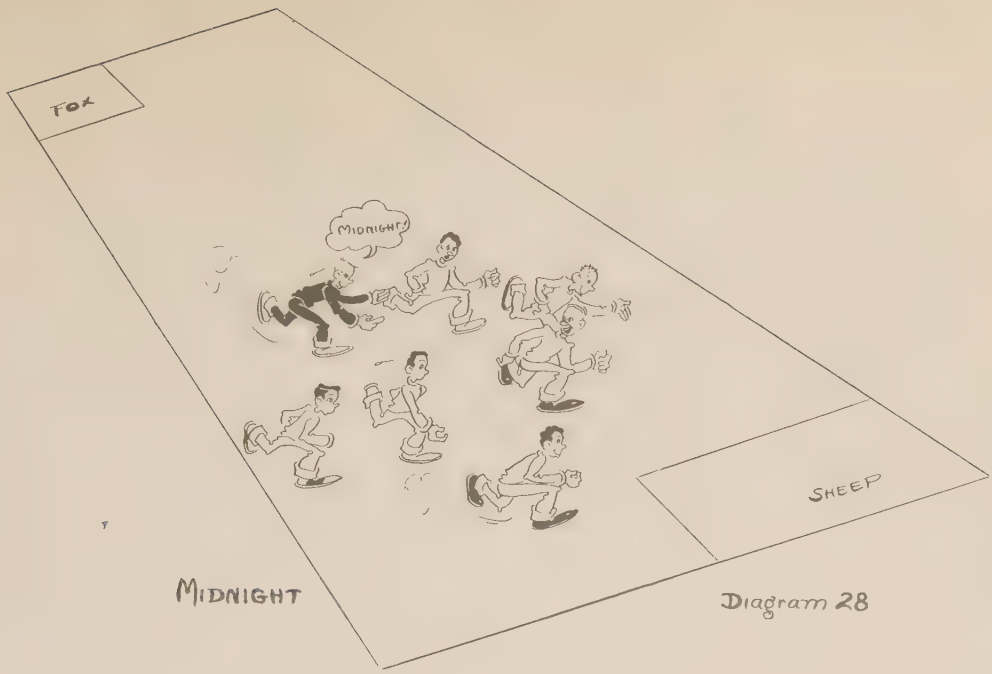
**NUMBER OF PLAYERS:** Any number divided equally.

**RULES OF THE GAME:** Mark two goal lines opposite each other, the distance depending on the skill of the players. The players line up on their own base line. They are then numbered in order, beginning at diagonally opposite points on the lines. The object of the game is to kick the ball across the opponents' base line and thus make a point, or score. The teacher or captain places the ball in the center and then calls a number. The two players having that number are called runners. They come to the center and play the ball. Each runner's purpose is to kick the ball and dribble it over his opponent's base line. The players remaining on the base line are called linesmen. Their function is to prevent the ball from crossing their base line. The runners play the ball until a score is made, then they move to the extreme right of their line. Other players move sideways to make room. One point is given a team for each score made. To count as a score the ball must cross the opponents' base line below the shoulder level of the linesmen. Fouls are made if:

1. A linesman steps over the line.
2. A runner touches the ball with his hands.
3. A runner pushes, holds, or blocks his opponent.
4. A linesman kicks the ball over the base line.
5. More than one linesman from either side advances when a number is called.
6. The ball is kicked over the heads of the opposing linesmen.

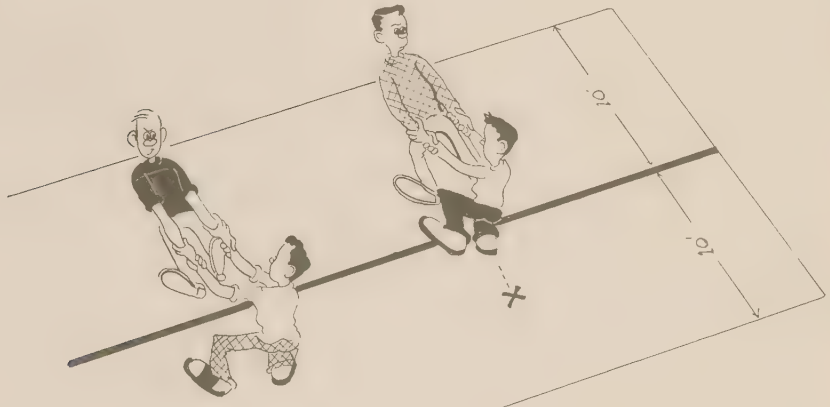
Penalties for fouls are:

1. For 1, 2, 3, and 4, the runner is given a free kick from the center of the field.
2. For 5, the opposing team gets an extra score.
3. For 6, no score is made, and the runners retire to the lines.



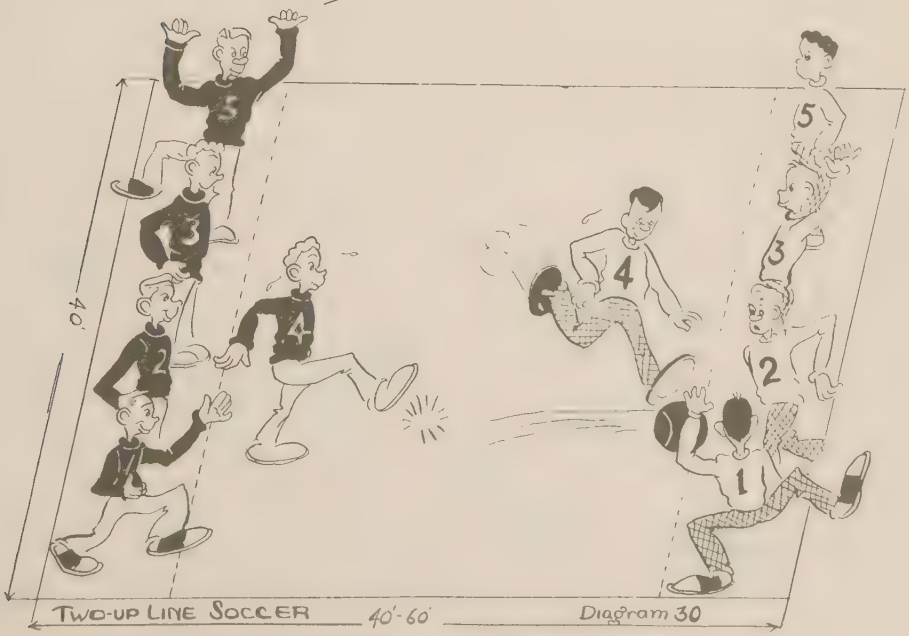

MIDNIGHT

Diagram 28



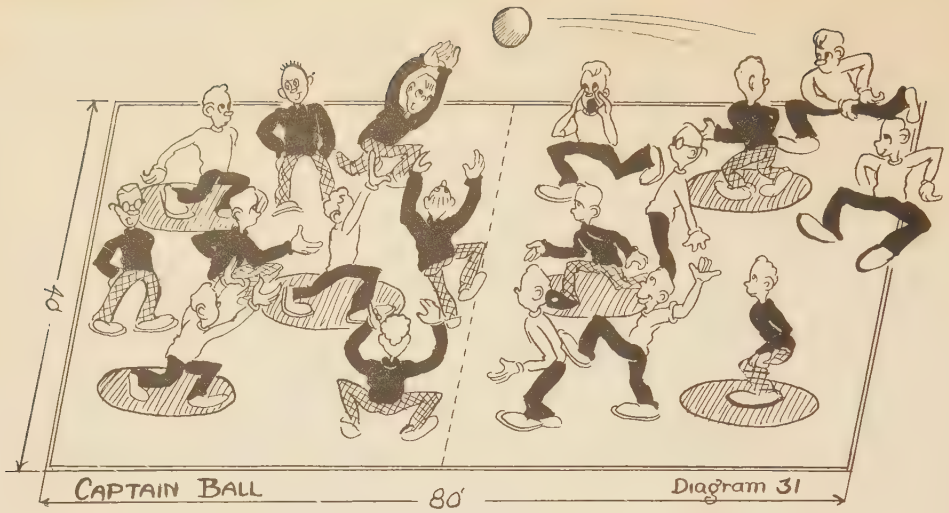

TWO MAN TUG-OF-WAR

Diagram 29

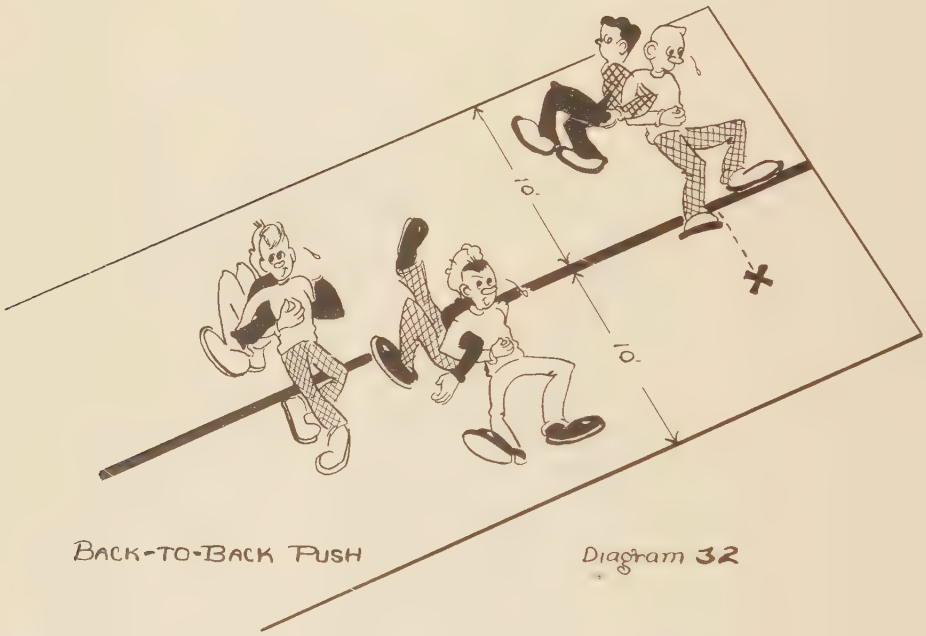



TWO-UP LINE SOCCER 40'-60'

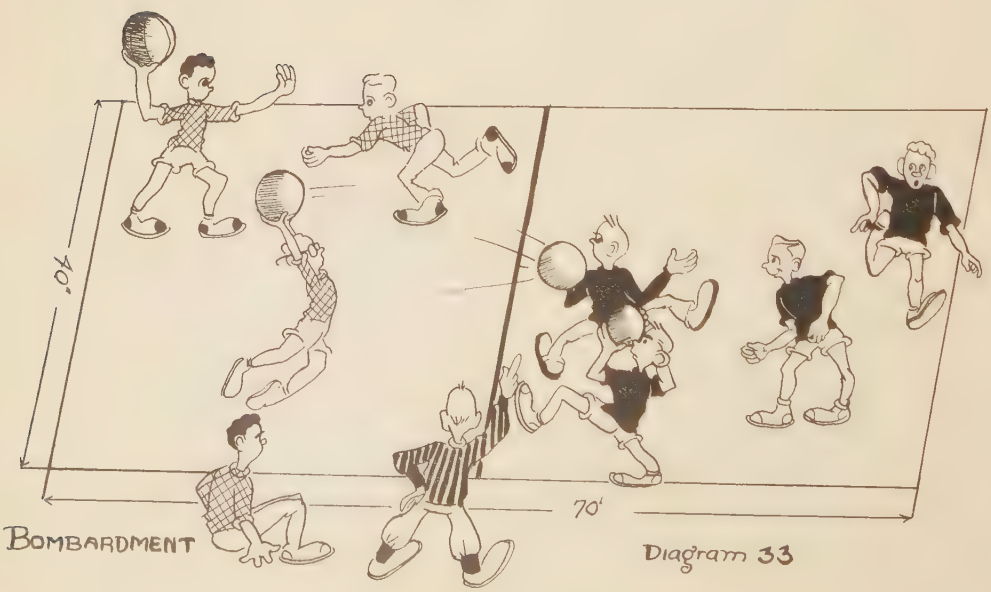
Diagram 30




CAPTAIN BALL — Diagram 31




BACK-TO-BACK PUSH — Diagram 32




BOMBARDMENT — Diagram 33

## CAPTAIN BALL (U. G., J. H., S. H.) *Diagram 31*

**PLAYING FIELD:** Basketball court.

**EQUIPMENT:** Rubber soccer ball, volley ball, or basketball.

**NUMBER OF PLAYERS:** Two teams of five to fifteen players each.

**RULES OF THE GAME:** Each team has one more forward than it has guards. Each forward has a circle upon which he must keep one foot always. The guards may play anywhere in their part of the court, except on the forwards' circles.

The ball is put into play by a toss-up between opposing guards at center. After the toss-up the ball must be touched by another player or must hit the floor before the two who jumped can touch it. Each team attempts to pass the ball to their captain at the end position for a score. Forwards must remain in circle and may not take more than one step while holding the ball. Guards may not cross the center line, and captains may not leave their position.

An out-of-bounds ball is given to the nearest opposing player, excluding the captain. The penalty for a foul is an unguarded throw given to the player who was fouled. If the captain is fouled, a point is given to his team automatically. A foul is made if:

1. A guard steps on a forward's circle.
2. A guard steps over the center line.
3. Two players guard a forward at the same time.
4. A forward steps off his circle to get a ball, except when jumping for a high ball.
5. A player touches a ball held by an opponent.
6. A player pushes, trips, etc.

## BACK-TO-BACK PUSH (L. G., U. G., J. H., S. H.) *Diagram 32*

**PLAYING FIELD:** Any area, three lines, center line 10 feet from each outside line.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** Players stand back on the center line and lock arms together. At the signal each tries to push the other across the back line. They may not lift their opponent. Three contests constitute a match, and scoring can be either individual or by teams.

## BOMBARDMENT (L. G., U. G., J. H.) *Diagram 33*

**PLAYING FIELD:** Gymnasium floor or area 40x70 with a center line.

**EQUIPMENT:** Several balls, volley ball size.

**NUMBER OF PLAYERS:** Any number, divided into two teams.

**RULES OF THE GAME:** The balls are placed on the center line. Each group stands on their goal line. At the signal all the players run to the center and get as many balls as they can and throw them at their opponents. No one may step over the center line.

Any man hit by a ball leaves the game. If the ball is caught on the fly it does not count as a hit. A hit must be direct; it may not bounce off a wall or obstruction or floor. The game may be played to a time limit, until all are out on one side, or the players may revolve with one going back into the game as another comes out. Rules may allow a person to re-enter the game if a play-

**BOMBARDMENT (Continued)**

er on his side catches a thrown ball on the fly.

A variation is to place Indian clubs on the goal lines and for each team to attempt to knock down the other's clubs.

**ISLAND (Any group)** *Diagram 34*

**PLAYING FIELD:** Ten feet square.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number, divided into two equal teams.

**RULES OF THE GAME:** Mark one team with a cloth band around the arms. Line the teams on opposite sides. At a given signal the players run forward and attempt to push or pull or carry their opponents out of the marked area. Once a player is out of the area, he may not return. After a player has pushed his opponent out, he may help a partner of his. Unsportsmanlike conduct (slugging, kicking, etc.) cannot be tolerated.

The game can go 5 rounds, 2 minutes per round. The team that takes the most rounds wins. In case of a tie, one more round is played. (A round may be tied by having the same number left in the marked area). All players participate at the beginning of every round.

**TUG OF WAR (Any group)** *Diagram 35*

**PLAYING FIELD:** Any area.

**EQUIPMENT:** A long stout rope, or none at all.

**NUMBER OF PLAYERS:** Ten to twenty.

**RULES OF THE GAME:** Players are divided into two teams, and a line is drawn through the center of the field. Each team lines up in single file with the first man on each team facing across the center line. If a rope is used, they grasp it tightly. If not, each man places his arm around the player in front of him. The two men at the center grasp each other's wrists. The first team to pull the other over the center line wins. If a line breaks, they can either reform at that position, or a winner can be declared. The best two out of three wins the match.

**PUSH BALL (L. G., U. G.)** *Diagram 36*

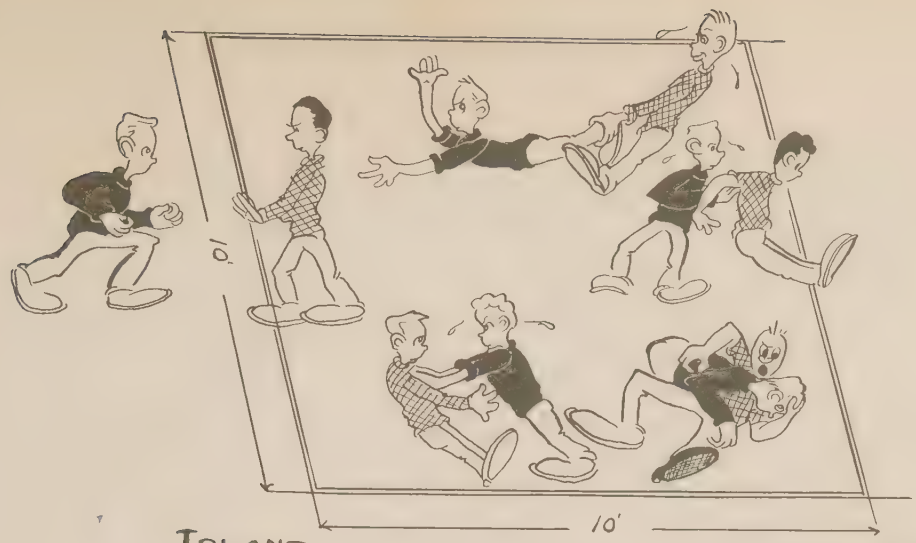
**PLAYING FIELD:** Gym or large field.

**EQUIPMENT:** Large push ball or cage ball.

**NUMBER OF PLAYERS:** Not over twenty, divided evenly.

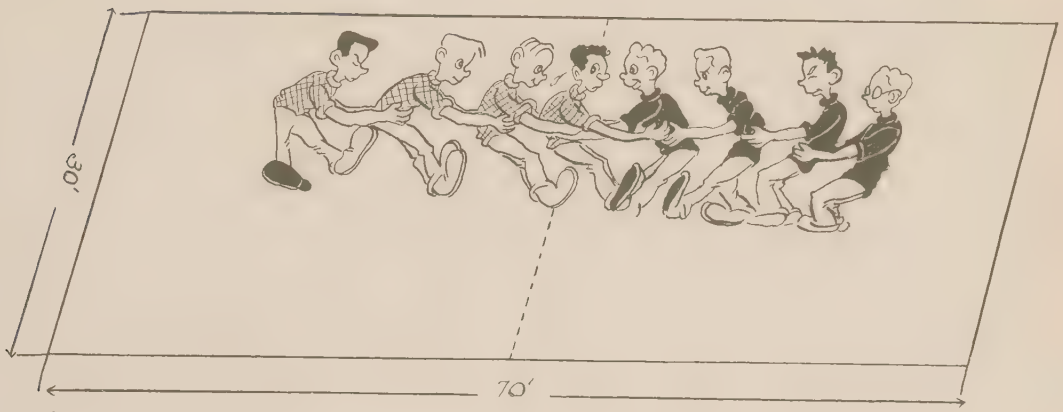
**RULES OF THE GAME:** The ball is placed in the center of the field, and the players attempt to push, pass or carry the ball over their opponent's goal line. The ball cannot be kicked. If it goes out of bounds, it is brought back to the center opposite the place where it went out. A player may block or otherwise interfere with an opponent, but may not hit, trip, or throw his body across the back of any player. Half the distance to the goal is the penalty for a violation.

Four to six minute quarters are played, with an 8 minute break at half. At the half the ball is returned to the center of the field, but it remains in position between quarters. Teams change goals at the half. Six points are scored for each goal.



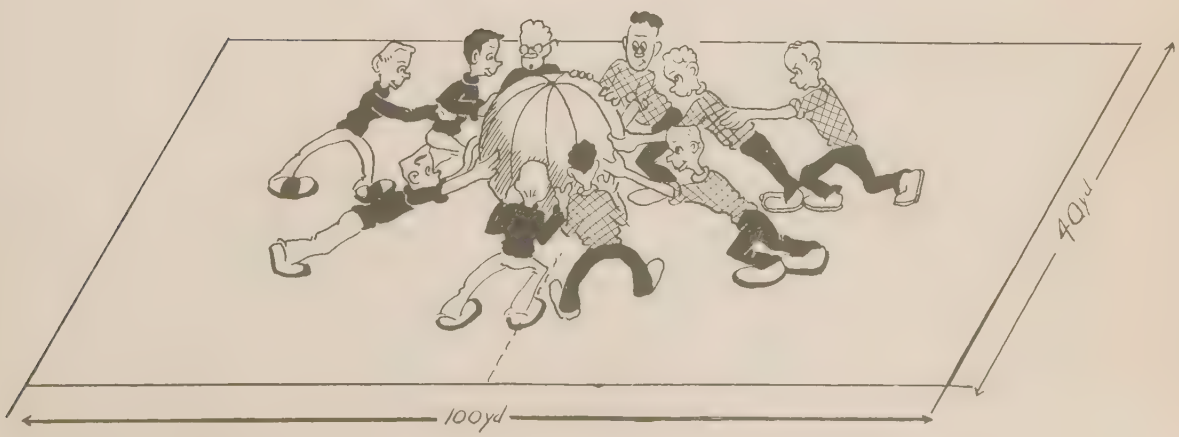

ISLAND

Diagram 34



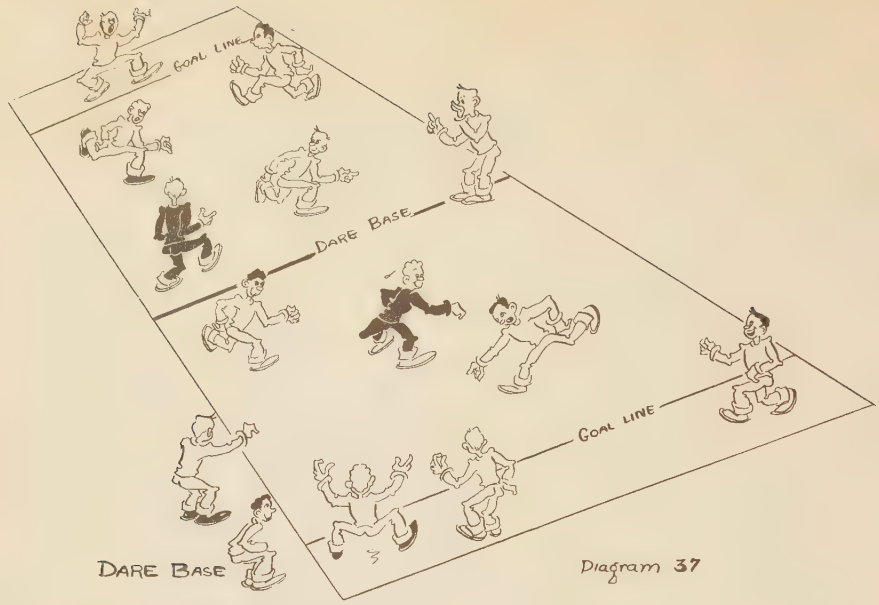

TUG OF WAR

Diagram 35



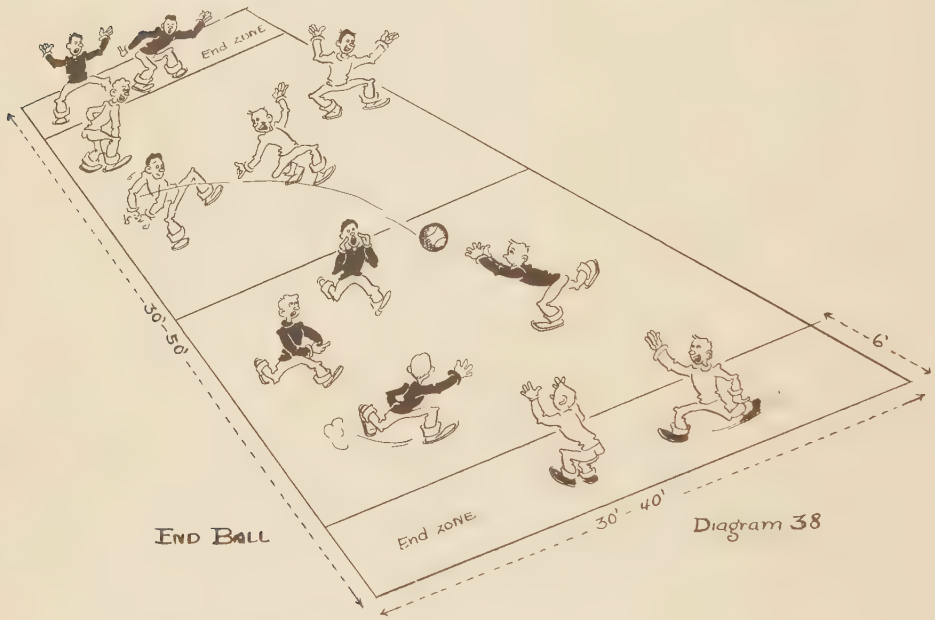

PUSH BALL

Diagram 36



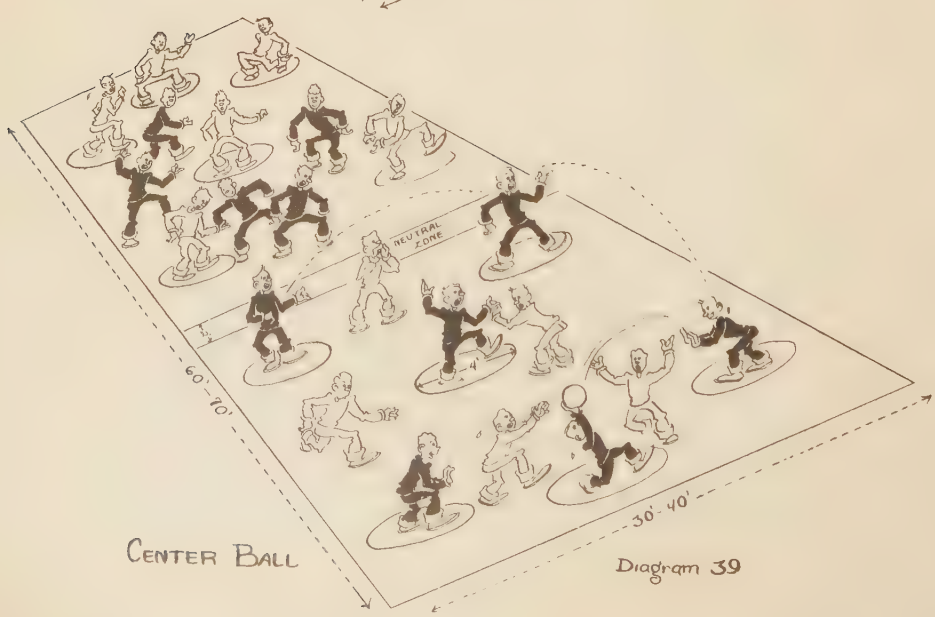

DARE BASE

Diagram 37




END BALL

Diagram 38




CENTER BALL

Diagram 39

## DARE BASE (U. G., J. H.) *Diagram 37*

**PLAYING FIELD:** Small field or Gym. Mark a goal line at each end of play area; half way between them draw a long line or dare base.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** Two players are chosen to be catchers. They take positions at opposite ends of the middle line, or Dare Base. Divide the remaining players into two groups and place them behind the two goal lines. After the game has started, they cross constantly from one goal to another, and the catchers try to tag them. They are safe only when on Dare Base or behind the goal lines. They cannot rerun to the goal line from which they have come to Dare Base, but must go on to the other goal. Those who are caught are eliminated from the game. The last player caught becomes the catcher for the new game and may choose his assistant.

## END BALL (L. G., U. G., J. H., S. H.) *Diagram 38*

**PLAYING FIELD:** Basketball court (see diagram for markings).

**EQUIPMENT:** Basketball, play ball, or volley ball.

**NUMBER OF PLAYERS:** Five to ten on each of two teams.

**RULES OF THE GAME:** The ball is put in play by tossing it up at center. Players attempt to score by passing the ball to their end man, who must catch the ball on the fly, with his feet both on the floor inside his end zone. If the ball hits the floor, wall, or any other object first, point does not count. A player may not move with the ball from the place where he catches it and must not hold it more than five seconds. He must not step over any side or end line, and may not snatch the ball from another player. Holding, pushing, or otherwise touching an opponent is a foul. For out-of-bounds, the ball is thrown to the nearest player of the team that did not send it out. The penalty for a foul is the same; for a double foul there is a toss-up between the offenders.

## CENTER BALL (U. G., J. H., S. H.) *Diagram 39*

**PLAYING FIELD:** Field or Gym, 30x60 feet.

**EQUIPMENT:** Basketball or volley ball.

**NUMBER OF PLAYERS:** Two teams of 11 players each.

**RULES OF THE GAME:** The game resembles captain ball, except that scoring is done by making a complete circuit of the circles and getting the ball to the center. Three points are scored for each such uninterrupted circuit. Any circle may pass the ball directly to the center and score one point. As in Captain Ball, guards roam their half of the floor, while forwards and centers remain within their circles, which are four feet in diameter.

Fouls and penalties are the same as in Captain Ball, except that if a foul prevents the center from completing the circuit, three points are allowed and the ball is tossed at center again. If a guard steps into a circle three times, a point is allowed. The players within the circles may not step outside, even with one foot.

## STEALING STICKS (U. G., J. H., S. H.)

**PLAYING FIELD:** Playground, varying with the age of the players. Two goals and a line in the center as in DARE BASE.

**EQUIPMENT:** Two sticks.

**NUMBER OF PLAYERS:** Any number, divided into two teams.

**RULES OF THE GAME:** This game is a variation of Dare Base, and the same rules apply, except that each team attempts to steal the other team's sticks. (See diagram 37). When one team has all the sticks, the game is won. When a player is tagged, he is a "prisoner" of the other team, and is taken back to their base for safe keeping. If a player manages to steal a stick, he cannot be tagged while carrying the stick, but he cannot take a stick and a prisoner home at the same time.

## CAPTURE THE FLAG (U. G., J. H., S. H.)

**PLAYING FIELD:** Playground varying with the age of the players. A line should divide the playing area in half.

**EQUIPMENT:** One white flag.

**NUMBER OF PLAYERS:** Any number, divided into two equal teams.

**RULES OF THE GAME:** Each team selects one jailer; the jailer must stand outside a 20 foot diameter jail. One guard is selected by the team that hides the flag. The guard must stand outside a 20 foot diameter circle which is drawn around the flag area.

The object of the game is to capture the flag. This game is a variation of DARE BASE and is played with the same rules; however, the "prisoner" rules involved in Stealing Sticks apply to Capture the Flag.

1. A teammate cannot rescue a prisoner if he is tagged before entering the jail.

2. When rescuing a prisoner, the prisoner and teammate may return free to their own territory.

3. An opponent must be tagged with two hands before he can be taken to jail.

When a team has captured the flag, or when all of the players of one team have been captured, the game is won.

## ANIMAL CHASE (L. G.)

**PLAYING FIELD:** Any level space 50 to 100 feet square.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number, divided into groups of three or four.

**RULES OF THE GAME:** One fast runner is chosen as hunter. The groups each choose a name of an animal and tell the supervisor their name. The supervisor tells the hunter all the animals he may hunt. The hunter calls out the name of the animal he is hunting, and they must all run for the opposite side of the square (through the forest). Those who are caught off base by the hunter become hunters and try to catch the other animals as they are hunted.

Variation: In place of animals other names may be used such as flowers, birds, fish, or holidays.

## CLUB SNATCH (U. G., J. H., S. H.)

**PLAYING FIELD:** Small field or Gym.

**EQUIPMENT:** Indian club, or block of wood, and handkerchief.

**NUMBER OF PLAYERS:** Any number divided equally.

**RULES OF THE GAME:** Mark a goal at either end of the play area, as in Dare Base. Place block of wood, or Indian club between them, a little nearer one goal than the other. A handkerchief is hung on the top of the object. Half the players take their places back of one goal and half behind the other. In each group one player stands ready to run at a given signal. When the signal is given, the player from the goal nearer the object starts, gets the handkerchief, and tries to return to his goal before the player coming from the opposite goal can tag him. Or, the player from the opposite side can reach it. If he is successful, both players stay in the nearer goal. If not, both go to the farther one. The game is won by the team capturing all the players on the opposite side. All players run in turn. The distance of the playing area depends on the skill of the players.

## PIN SOCCER (U. G., J. H., S. H.)

**PLAYING FIELD:** Playfield or Gym.

**EQUIPMENT:** Soccer ball and four Indian clubs, or sticks of wood approximately equal in size.

**NUMBER OF PLAYERS:** Eight to sixteen players, divided into two teams.

**RULES OF THE GAME:** Two pins (Indian clubs) are placed at each end of the field. If the game is to be played outside, the clubs should be fastened to blocks of wood. The players on each team arrange themselves informally within the field. The ball is placed in the center of the field. Two opposing players come to the center; each tries to kick the ball to his side. The members of each team attempt to secure the ball. In playing the ball, they might kick, dribble, or pass the ball with their feet, but may not touch it with their hands. Players may not enter the goal area except to retrieve the ball. Two points are scored each time a club is knocked down during play. One point is scored each time a club is knocked down by a free kick. The game is played in two halves of ten minutes each.

The ball is out of bounds when it goes over the sidelines, endlines, or into the goal area. It is thrown in from the place at which it left the field by an opponent of the player who last touched it. No point may be secured on the throw-in. At least one other player must play the ball before a point can be scored. The penalty for fouls is a free kick from the center of the field. Opponents may offer no interference or obstruction to a free kick. The fouls are as follows:

1. When a player touches the ball with his hands.
2. If a player steps into the goal area.
3. Pushing, holding, or tripping.

## MODIFIED SOCCER (U. G., J. H., S. H.)

**PLAYING FIELD:** Approximately 90x120 feet, divided by four cross lines equidistant, and three lengthwise lanes. Goals 24 feet wide and 8 feet high.

**EQUIPMENT:** Soccer ball.

**NUMBER OF PLAYERS:** Ten to twenty on each team.

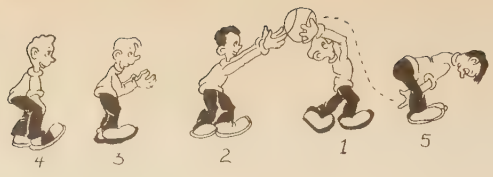
**RULES OF THE GAME:** The ball must be kicked from player to player in an attempt to score by kicking it between the opponents' goal posts; only the goal keeper may touch the ball with his hands. Each player must keep his relative position during the game, and may not step outside the lines which bound his position. The fullbacks play between the goal and the first line; the halfbacks between the center line and fullback line; and the forwards play only in opposing territory. Players must also stay within the lengthwise lanes. Fullbacks and goal keepers are strictly defensive players; the halfbacks guard opponents' forwards and feed their own forwards; and the forwards are exclusively offensive.

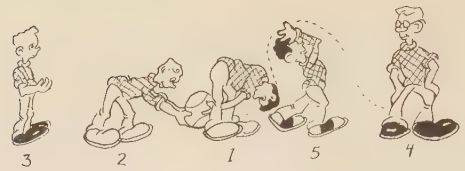
The game is played in two periods of eight minutes each with a five minute intermission between. At least six yards must separate players on the kick-off, which must go into opponents' territory and may not be touched by the team kicking off until played at least once by the opponents. The ball is put in play from the center line, and the halfbacks do not cross this line.

When the ball goes out of bounds on the side, a player from the team opposing the one who last touched it puts the ball back in play by throwing the ball back in from the spot where it left the field. If the ball goes out across the end zone, it is kicked back into play from the point on the line at which it went out. In either case no player may be within six feet of the ball when it is put back in play.

The ball may be passed or dribbled by any player within the limits of his playing area, but it is a foul to touch the ball with any part of the hands or arms, accidentally or otherwise. It is also a foul to step out of the playing area for any given position, and to push, hold, block, shove or strike. The penalty for a foul is a free kick to the opposing team at the point at which the foul was committed. On a free kick an opposing player may not be within six yards of the ball and may not interfere with the ball after the kick is made until one of the kicker's own teammates has touched it. If a foul is committed within six yards of the goal, opposing players must stand on their own goal lines to put it back in play. One point is scored for each goal passing below the crossbar.

# RELAY GAMES



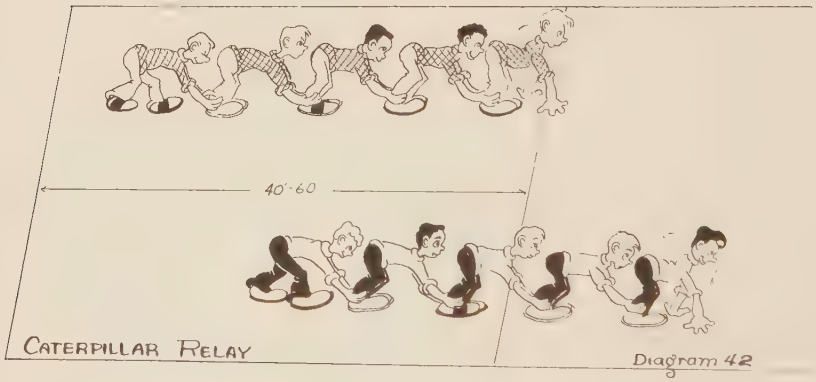




OVER and UNDER RELAY

Diagram 40

PASS and SQUAT RELAY

Diagram 41




CATERPILLAR RELAY

Diagram 42

SHOE SCRAMBLE RELAY

Diagram 43

## OVER AND UNDER (L. G., U. G., J. H., S. H.) *Diagram 40*

**PLAYING FIELD:** Any open area, indoors or out.

**EQUIPMENT:** Ball, Indian club, or any object which may be passed from one person to another.

**NUMBER OF PLAYERS:** Any number, divided into groups of six or more.

**RULES OF THE GAME:** A line is drawn on the floor, and the captains toe the line, with their teams lined up in file behind them. At the signal the leader passes the ball or object over his head to the person behind him. That person passes the ball between his legs, and so on to the last person, who runs to the head of the line and starts the ball going back again. This continues until the captain returns to the head of the line.

## PASS AND SQUAT (L. G., U. G.) *Diagram 41*

**PLAYING FIELD:** Any open area.

**EQUIPMENT:** Ball or bean bag.

**NUMBER OF PLAYERS:** Any number divided into equal teams.

**RULES OF THE GAME:** Teams line up with a captain about ten feet in front of the others. He tosses the ball or bag to the first in line, who passes it back and immediately squats. If any player misses, he must recover the ball, return to his place, and pass back before squatting. Any manner of throw may be used. The team with all squatting first wins.

## CATERPILLAR RELAY (L. G., U. G., J. H.) *Diagram 42*

**PLAYING FIELD:** Playground or Gym. Forty to sixty feet.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number divided into relay teams.

**RULES OF THE GAME:** The first man in each team places his hands on the floor. Each man back of him bends down and grasps the ankles of the man in front of him. At the starting signal each team moves forward to a point 40-60 feet away and back to the starting line. The first team that completely crosses the starting line, while retaining an unbroken line, is the winner.

As a variation, the teams may divide into pairs, which proceed as above, one pair at a time.

## SHOE RELAY (L. G., U. G., J. H., S. H.) *Diagram 43*

**PLAYING FIELD:** Playground or Gym, 30-40 feet.

**EQUIPMENT:** Shoes.

**NUMBER OF PLAYERS:** Any number divided into relay teams.

**RULES OF THE GAME:** A line is drawn halfway to the turning point. Each player runs to the halfway line, takes off his shoes, and continues to the turning line. He turns, puts on his shoes at the halfway line, and returns to the starting line, when the next one goes.

## JAPANESE CRAB RELAY (L. G., U. G., J. H.) *Diagram 44*

**PLAYING FIELD:** Thirty-five feet of open space.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number divided into equal teams.

**RULES OF THE GAME:** A line is drawn across the field, and thirty feet away a circle is drawn for each team. Players line up with their backs to the circle. The first man starts with his heels on the line and his hands on the ground. At the signal he runs backward to the circle, then forward to the line where he touches the next person, who must duplicate his performance. The line completing first wins.

## BULL FROG (L. G., U. G., J. H., S. H.) *Diagram 45*

**PLAYING FIELD:** Any open space.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number divided into equal teams.

**RULES OF THE GAME:** Players line up in relay lines. Each player must place hands on hips and starting from a deep knee bend, circle a given marker and return to the starting line. He must hop, not run.

## ESKIMO RELAY, HEEL RUN, AND HOBBLE RUN (L. G., U. G., J. H., S. H.) *Diagram 46*

**PLAYING FIELD:** Any open area.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number, divided into relay teams.

**RULES OF THE GAME:** These games all begin from the regular relay formation and proceed either to a given line, or to a point and back again. ESKIMO RUN requires the legs to be held together and progress made by a series of hops or springs.

HEEL RUN requires travelling on the heels with the toes held clear of the ground.

HOBBLE RUN calls for the runner standing on one foot and holding the other behind him with both hands. He may not take either hand from his foot.

## HEEL AND TOE RELAY (L. G, U. G., J. H.) *Diagram 47*

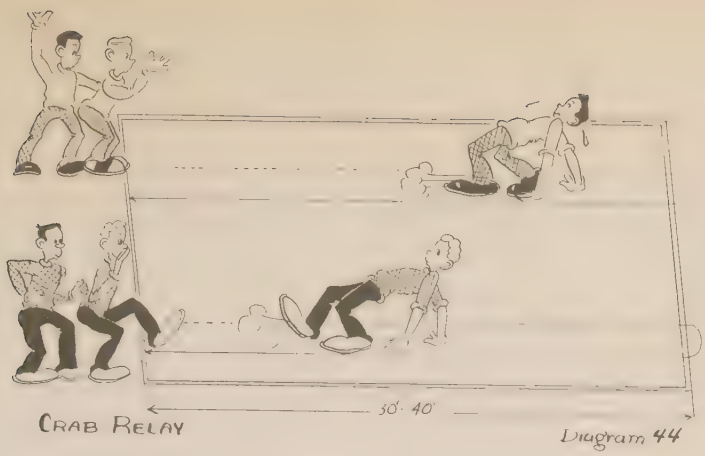
**PLAYING FIELD:** Playground or Gym; 10-20 feet.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number, divided into relay teams.

**RULES OF THE GAME:** Players advance singly by placing the heel of one foot against the toes of the other. Contact must be made with each step. Adjust the turning point to the age level.

Hopping Relay and Sore Toe Relay may be used as build-ups or alternates with Heel and Toe. In Hopping Relay, the players simply hop on one foot. In Sore Toe Relay, they grasp one toe with both hands and hop to the turning point. There they change toes and hop back to the starting line.




CRAB RELAY

Diagram 44

BULL FROG RELAY

Diagram 45

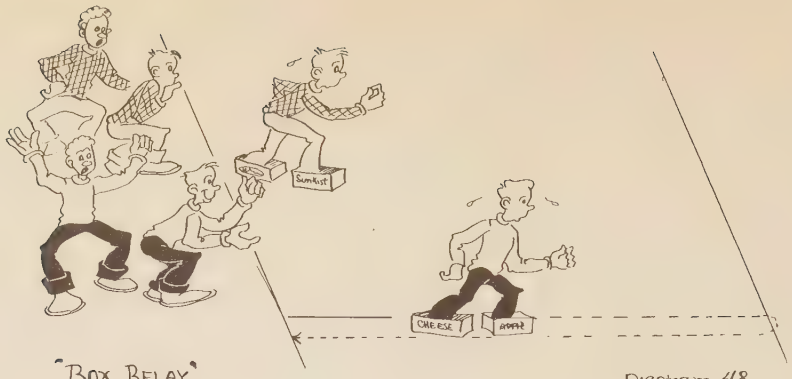
ESKIMO RELAY

Diagram 46

ESKIMO

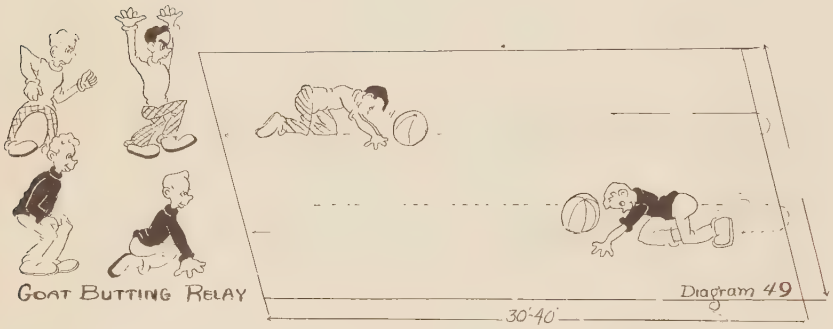
HEEL and TOE RELAY

Diagram 47



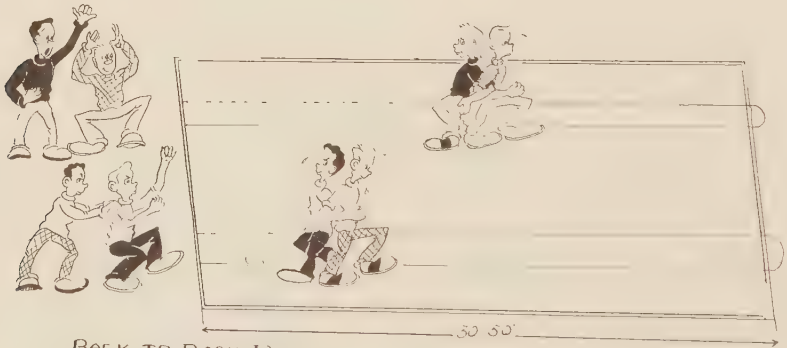

"Box Relay"

Diagram 48



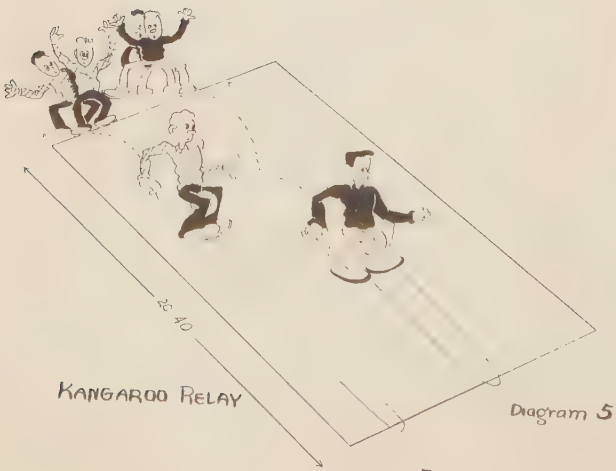

Goat Butting Relay

Diagram 49




Back to Back Relay

Diagram 50




Kangaroo Relay

Diagram 51

## SHOE BOX RELAY (Any group) *Diagram 48*

**PLAYING FIELD:** Playground or Gym; 30-40 feet.

**EQUIPMENT:** Several small cardboard cartons.

**NUMBER OF PLAYERS:** Any number, divided into relay teams.

**RULES OF THE GAME:** Players place their feet in two paper cartons and advance by sliding them along in a walking motion. Only two cartons are allowed per team, so that each contestant must change when he returns to the starting line.

## GOAT BUTTING RELAY (Any group) *Diagram 49*

**PLAYING FIELD:** Playground; 30-40 feet.

**EQUIPMENT:** Basketball, volley ball, soccer ball, or play ball.

**NUMBER OF PLAYERS:** Any number divided into relay teams.

**RULES OF THE GAME:** A ball is placed in front of each team. The first player is on his hands and knees. He butts the ball along, around the turning point and back again. Each player continues, not touching the ball with his hands.

## BACK TO BACK RELAY (Any group) *Diagram 50*

**PLAYING FIELD:** Playground or Gym; 30-50 feet.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number, divided into equal teams.

**RULES OF THE GAME:** Players go in pairs, back to back with elbows linked. One leans forward and carries the other to the turning line; the one who was carried carries the other back to the starting line. One of the pair must be lifted clear of the floor.

## KANGAROO RELAY (U. G., J. H., S. H.) *Diagram 51*

**PLAYING FIELD:** Playground or Gym; 20-30 feet.

**EQUIPMENT:** Basketball for older groups; 8 inch ball for younger.

**NUMBER OF PLAYERS:** Any number, divided into equal teams.

**RULES OF THE GAME:** Players squat and hold the ball between their knees. Without touching the ball with their hands, they hop to the turning line and back again.

## WHEELBARROW RELAY (Any group)

**PLAYING FIELD:** Playground or Gym; 30-50 feet.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number, divided into equal teams

**RULES OF THE GAME:** Players pair off and go two at a time. One walks on his hands while the other grasps his ankles. At the turning line they reverse their positions for the return.

## MERRY-GO-ROUND RELAY (Any group) (IZZY DIZZY)

*Diagram 52*

**PLAYING FIELD:** Playground or Gym; 30-50 feet.

**EQUIPMENT:** Ball bat for each team.

**NUMBER OF PLAYERS:** Any number ,divided into equal teams.

**RULES OF THE GAME:** The first player holds the bat upright with the palm of his hands over the top, placing his forehead on the back of the same hand. He revolves around the bat 8 times, drops it, and runs to the starting line and back. The second player picks up the bat immediately and revolves around it until the first player returns and takes it from him. The second player then runs, while the third begins to revolve, and so on until all have returned to the starting line.

## MONKEY, CRAB, AND FROG RELAY (Any group) *Diagram 53*

**PLAYING FIELD:** Playground or Gym; 30-40 feet.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number, divided into relay teams.

**RULES OF THE GAME:** Monkey Relay is with hands and feet on the floor. Crab Relay is the same, except the back is toward the floor. Frog Relay is with hands and feet on the floor and advancing by alternately placing hands forward and bringing feet up to them, frog fashion.

## SORE TOE RELAY (Any group) *Diagram 54*

**PLAYING FIELD:** Any area.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number divided into two teams.

**RULES OF THE GAME:** The first player grasps his shin in front of him and hops to the turning line. He then grasps the other shin and hops back, touching the second player who does the same. The first team to finish is the winner.

A simple hopping relay is a good lead-up to Sore Toe Relay.

## FOOT DRIBBLE (U. G., J. H., S. H.) *Diagram 55*

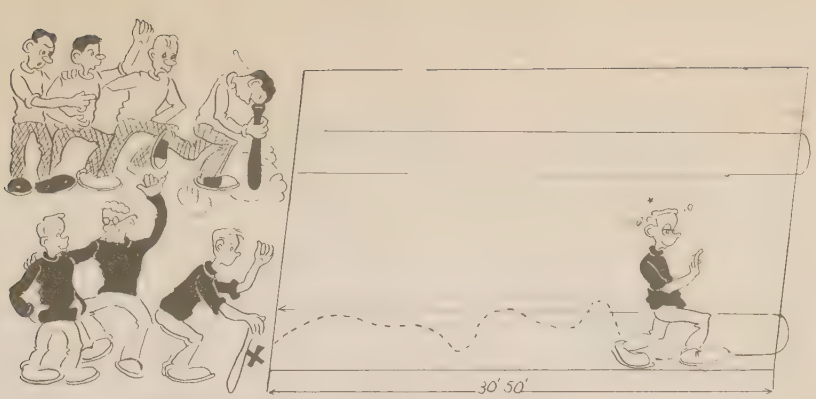
**PLAYING FIELD:** Playground or Gym; 30-50 feet.

**EQUIPMENT:** Soccer ball for each team.

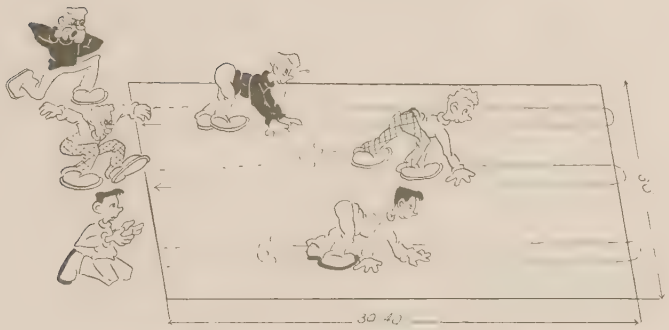
**NUMBER OF PLAYERS:** Any number, divided into two or more teams.

**RULES OF THE GAME:** The first player places the soccer ball on the ground in front of him and at a given signal dribbles the ball with one foot (keeping the ball as close to the feet as possible) to the turning line. He then dribbles the ball, with the opposite foot, back to the starting line. The second man in line receives the ball and continues the relay. The first team to finish is the winner.

Variation: Dribble the ball with both feet.

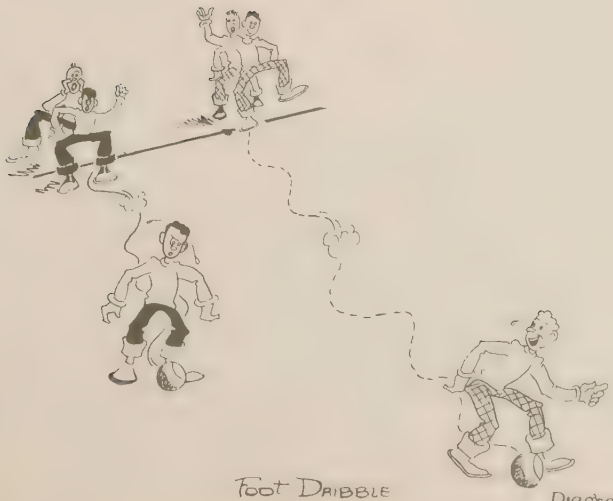



MERRY-GO-ROUND RELAY Diagram 52




MONKEY RELAY Diagram 53

SORE TOE RELAY Diagram 54



FOOT DRIBBLE Diagram 55

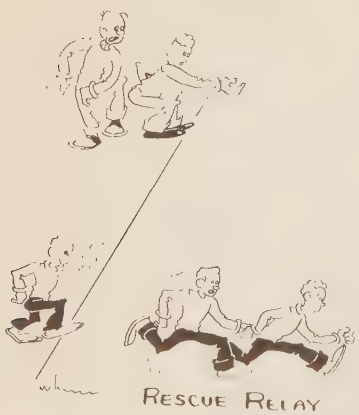
STILT RELAY

Diagram 56

WILLIAM TELL RELAY

William Tell Race

Diagram 57



RESCUE RELAY

Diagram 58

BASKETBALL RELAY

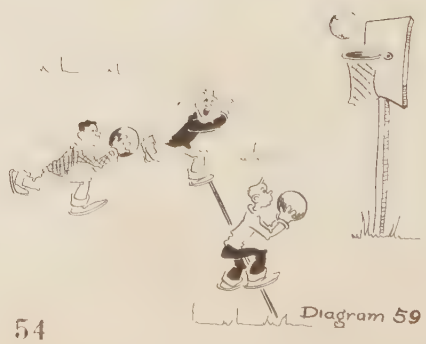


Diagram 59

## STILT RELAY (U. G., J. H., S. H.) *Diagram 56*

**PLAYING FIELD:** Playground; 30-50 feet.

**EQUIPMENT:** Stilts for each team.

**NUMBER OF PLAYERS:** Any number, divided into equal teams.

**RULES OF THE GAME:** A pair of stilts is placed on the ground beside the leaders of each team. At a given signal the leader mounts the stilts and walks to the turning line and back to the starting line. The stilts are given to the second man in line, and the game continues until all have walked on stilts to the turning line and back. The first team to finish is the winner.

## WILLIAM TELL RELAY (L. G., U. G., J. H., S. H.) *Diagram 57*

**PLAYING FIELD:** Playground or Gym; 30-40 feet.

**EQUIPMENT:** Any round object (apples, soft balls, etc.)

**NUMBER OF PLAYERS:** Any number, divided into equal teams.

**RULES OF THE GAME:** The first player of each team places an apple (or any round object) on his head and must run to the turning line and back to the starting line without dropping the apple. If the apple should drop, the player must replace the apple and continue from the spot where it dropped. The players may not touch the apple with their hands after the signal to run is given. The first player places the apple on the head of the second man, and the game continues until all have carried the apple to the turning line and back.

## RESCUE RELAY (U. G., J. H., S. H.) *Diagram 58*

**PLAYING FIELD:** Any area.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number, divided into relay teams.

**RULES OF THE GAME:** Each group chooses a leader, who stands facing the others, who have lined up 30-40 feet from him. At a given signal, the leader of each team runs to the first player of his group, grasps him by the wrist, and runs with him back to the leader's line. The man rescued runs to the group, picks up the second player, and takes him back to the leader's line. The game continues until all have been rescued.

## BASKET BALL RELAY (U. G., J. H., S. H.) *Diagram 59*

**PLAYING FIELD:** Gym or playground with basket.

**EQUIPMENT:** Basket balls.

**NUMBER OF PLAYERS:** Any number, divided into relay teams.

**RULES OF THE GAME:** The first player of each team is given a basket ball. At a given signal the first player runs to shooting position and attempts to make a basket. He shoots until a basket is made, then runs back to the line, and gives the ball to the second man, who continues the play. The team finishing first wins.

Variations: Have each player dribble the ball into shooting position and then shoot. After basket is made, the ball should be passed back to the second player.

## BASKET BALL RELAY (Continued)

Variation: Players pass the ball back over their heads or between their legs. The last man in line runs into shooting position. After making his basket he stands in front of the line and puts the ball in play.

Variation: Each player shoots one basket and then runs or dribbles the ball to the other end of the gym and shoots a basket at that end. He returns the ball to the second player in line, who shoots two baskets. The game continues until all have shot two baskets.

## LEADER AND CLASS (L. G.)

**PLAYING FIELD:** Any space large enough for two lines of people.

**EQUIPMENT:** Any ball.

**NUMBER OF PLAYERS:** Any number, in groups of six and eight.

**RULES OF THE GAME:** Each group chooses a leader, who stands facing the others who have lined up about five feet from him. As skill increases, the distance from the leader can increase. The leader throws the ball to the first in line, who throws it back to the leader. This continues until each person has thrown the ball once. If a player misses the ball, he must chase it, get back in line, and continue the game. When each has had a turn, the leader goes to the end of the line, and the first in line becomes leader. Children may roll, toss, or bounce the ball to develop handling skills.

## PLAYGROUND POOL RELAY (U. G., J. H., S. H.)

**PLAYING FIELD:** Playground; 30-40 feet.

**EQUIPMENT:** Any ball and broomsticks for each team. Arches made by placing willow sticks in the ground and tying the tops. A large croquet arch may be used, or simply chalk marks.

**NUMBER OF PLAYERS:** Any number, divided into relay teams.

**RULES OF THE GAME:** The ball is placed on the starting line in front of each team. The players take the stick and poke the ball to and through the arch and back to the starting line.

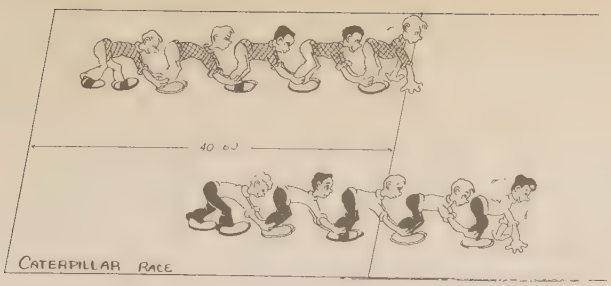
## COWBOY RELAY (U. G., J. H., S. H.)

**PLAYING FIELD:** Playground or Gym; 30-50 feet.

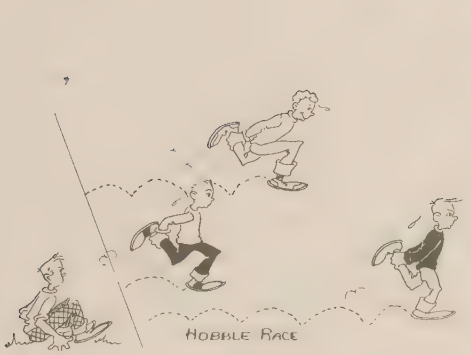
**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number, divided into equal teams.

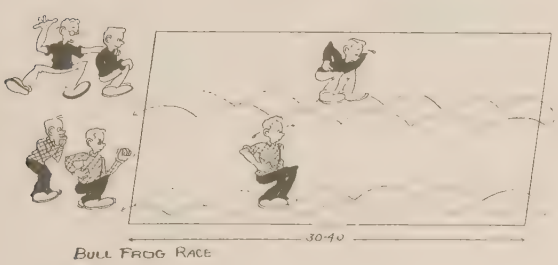
**RULES OF THE GAME:** The smallest on each team is selected as rider. One man from each team is placed at the turning line. The first man from each team takes the rider on his back and carries him to the turning line. There the rider changes horses without dismounting and is carried back to the starting line, where he gets mount No. 3, again without dismounting. If the rider falls off while changing horses, he must mount the first one again and have another try until he is successful.


40 ft
CATERPILLAR RACE

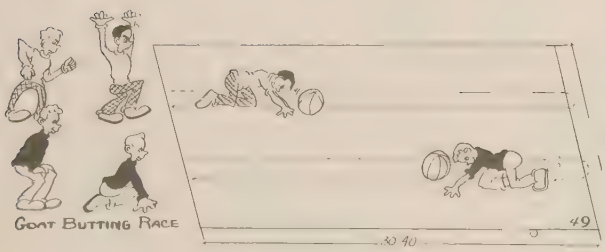
# RACES


HOBBLE RACE

BACKWARD RACE
FINISH


30-40
BULL FROG RACE

BLINDMAN RACE
FINISH

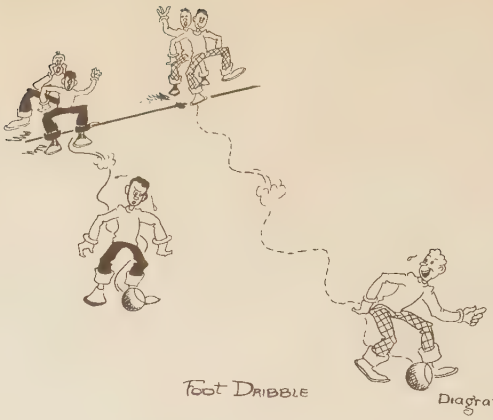

GOAT BUTTING RACE
49
30 40

HEEL and TOE RACE
20

START
CHINAMEN'S RACE

WHEELBARROW RACE

Diagram 74

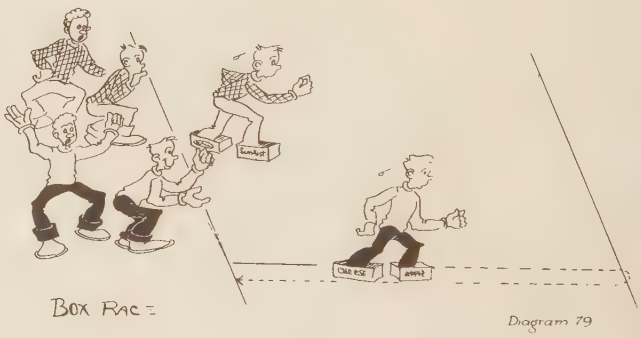


FOOT DRIBBLE

Diagram 78

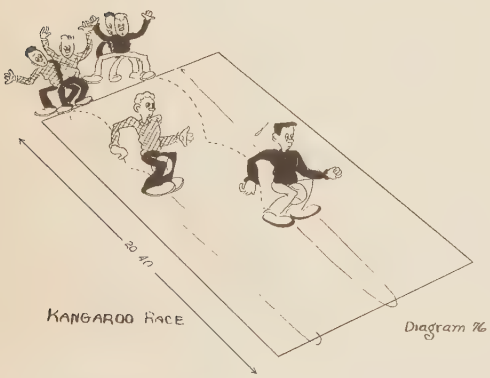
BRONCHO RACE

Diagram 75



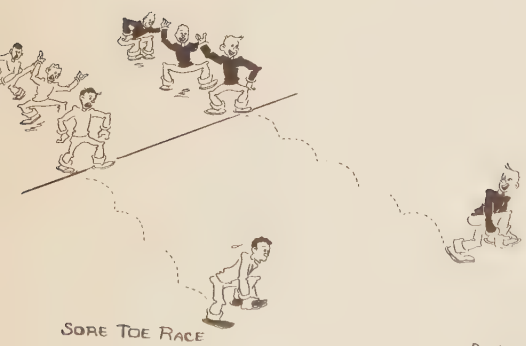
BOX RACE

Diagram 79




KANGAROO RACE

Diagram 76

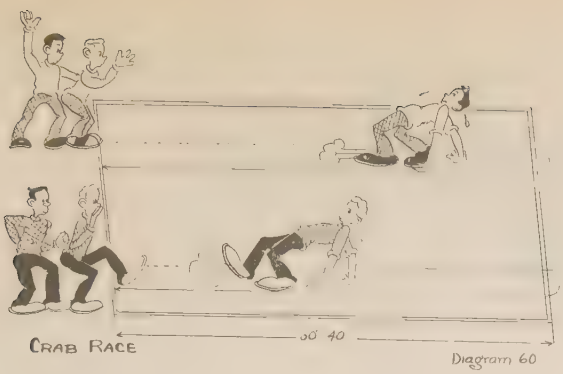


SORE TOE RACE

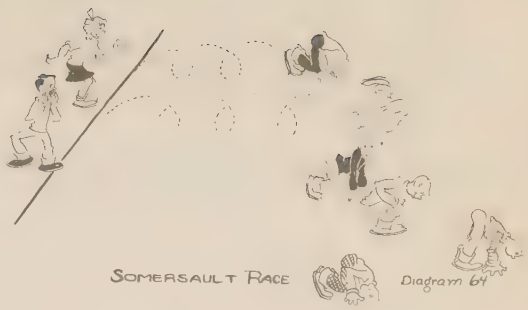
Diagram 77

ESKIMO RELAY

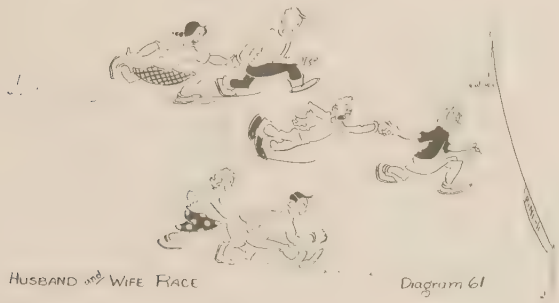
Diagram 80




CRAB RACE Diagram 60



SOMERSAULT RACE Diagram 64



HUSBAND and WIFE RACE Diagram 61

WILLIAM TELL RACE

William Tell Race Diagram 62

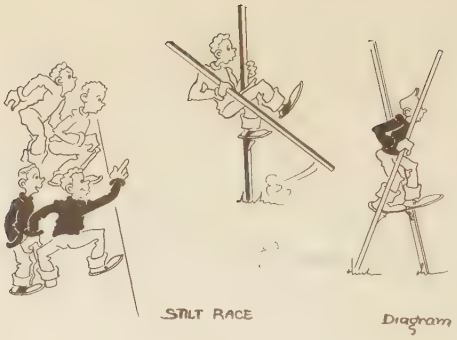
TIRE-ROLLING RACE Diagram 65

ROPE-SKIPPING RACE Diagram 63

BEAR WALK Diagram 66

SACK RACE

Diagram 67



STILT RACE

Diagram 71

THREE-LEGGED RACE

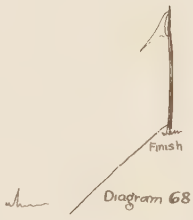
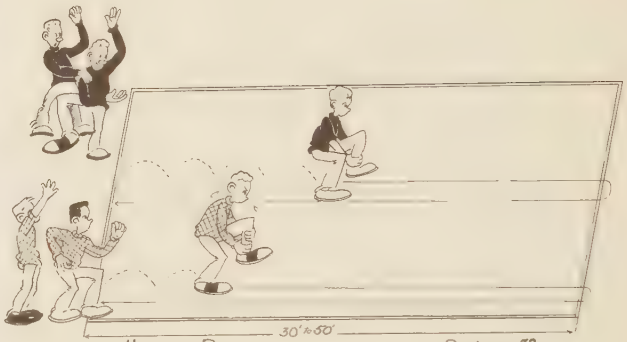


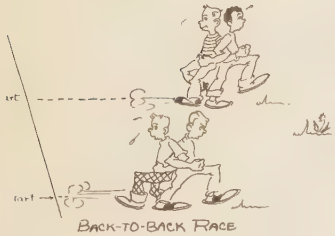
Diagram 68



HOPPING RACE

30' x 50'

Diagram 72



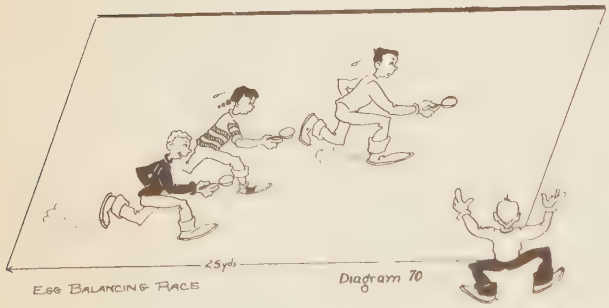
BACK-TO-BACK RACE

Diagram 69

69

SHOE RACE

Diagram 73



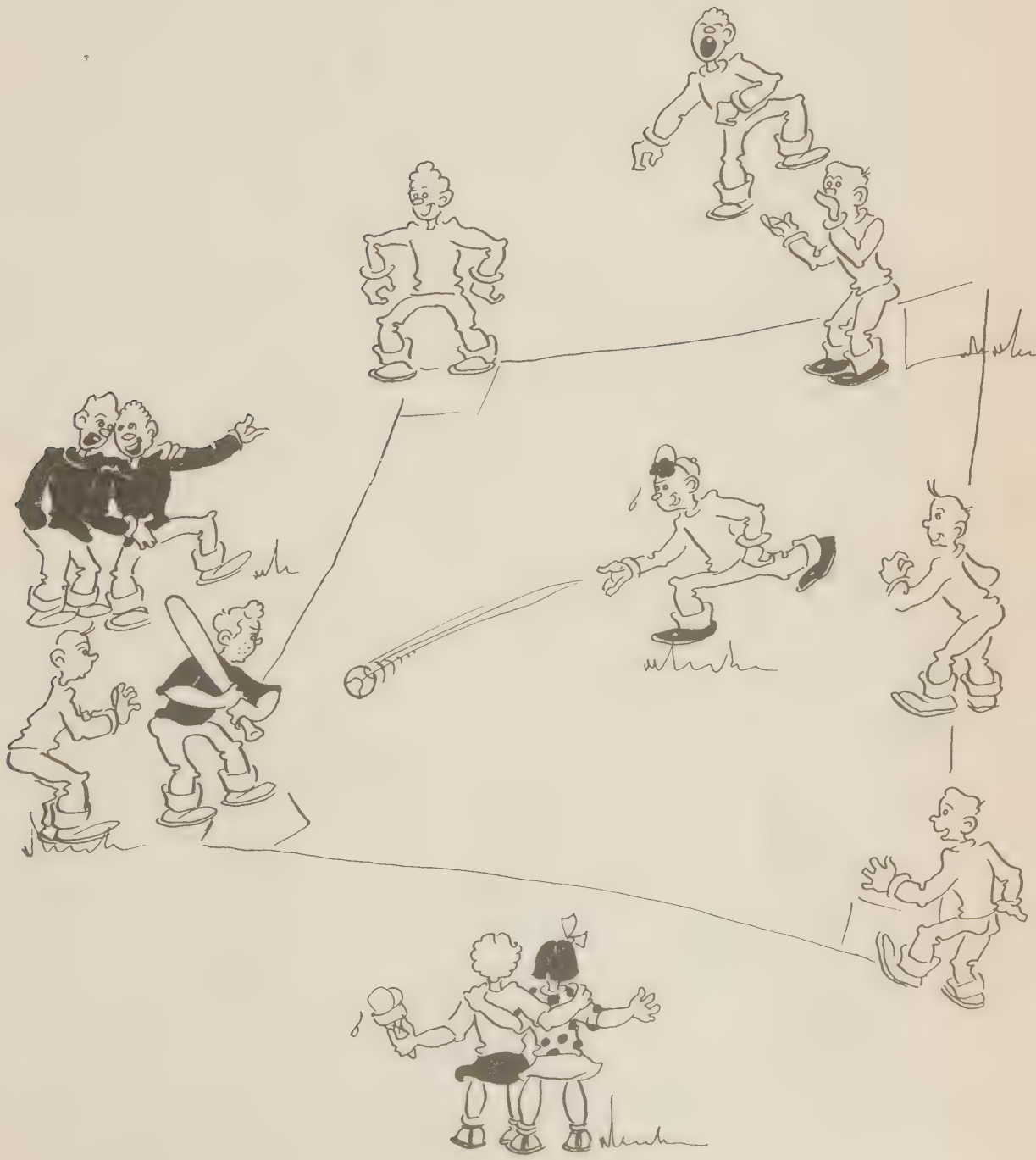
25yds

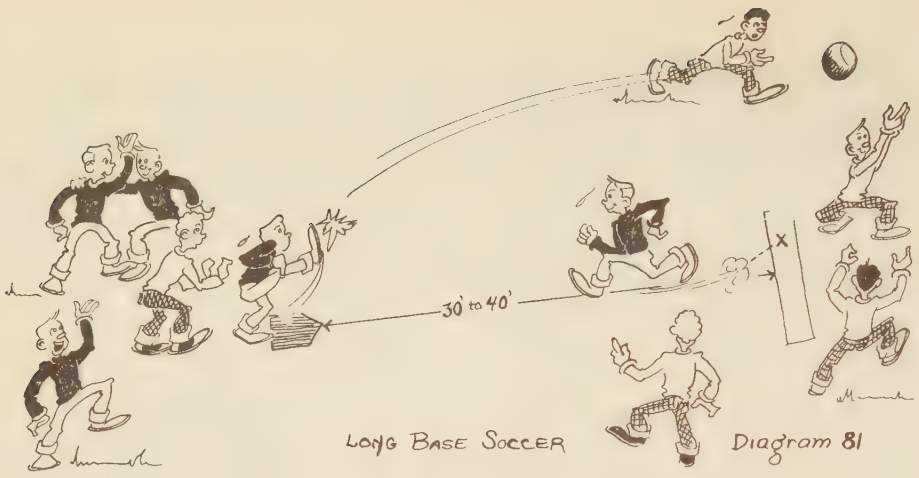
EGG BALANCING RACE

Diagram 70

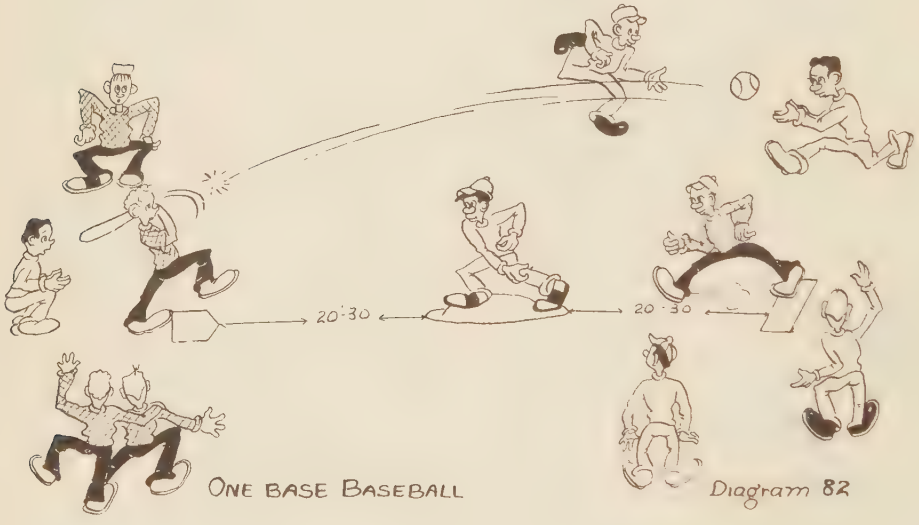
# BASEBALL

## TYPE GAMES






LONG BASE SOCCER Diagram 81




ONE BASE BASEBALL Diagram 82

LONG BALL Diagram 83

## LONG BASE SOCCER (U. G., J. H., S. H.) *Diagram 81*

**PLAYING FIELD:** Baseball field; may be smaller for lower grades.

**EQUIPMENT:** Soccer ball and two bases.

**NUMBER OF PLAYERS:** Six to twelve players per team.

**RULES OF THE GAME:** The team in the field arranges itself as illustrated. The members of the batting team take turns kicking the soccer ball from home base into the field. They may either place the ball on home plate and kick, or have the ball rolled to them by a pitcher, depending on the age of the players. There is no limit to the number of "strikes", but every "hit" is fair even though it may be only a foul tip. The batter stays up until he gets a hit.

After a hit, the batter must get to long base before the ball or before he is tagged. He may stay there or try to return to home base. Several persons may stay on long base at once as long as a batter is left. When more than one are on long base, they may not return home until a fly is caught. Each player who gets home scores one point. The team at bat continues until three out are made. A runner is out:

1. When a fielder catches a fly hit by him;
2. When a fielder catches a ball and tags either long base or home base before the runner reaches the base;
3. When an opposing player who has the ball tags him off base;
4. When an opponent hits him with a ball when he is off base.

## ONE BASE BASEBALL (U. G., J. H., S. H.) *Diagram 82*

**PLAYING FIELD:** Baseball field.

**EQUIPMENT:** Softballs and bat.

**NUMBER OF PLAYERS:** Two teams of six to twelve players each.

**RULES OF THE GAME:** The game is the same as Softball except only one base is used and the batter must make it to that base and back home ahead of the ball. A variation is possible by eliminating the catcher and requiring the pitcher to get the ball into a triangle around home base to make the out. In this case the pitcher may either carry or throw the ball to the plate. Each player reaching home safely scores one point. A player is out if:

1. He makes three strikes;
2. A fielder catches a fly;
3. The catcher tags home base before the runner reaches it.

Three outs retires a side.

## LONG BALL (L. G., U. G., J. H., S. H.) *Diagram 83*

**PLAYING FIELD:** Baseball field.

**EQUIPMENT:** Soccer ball and two bases.

**NUMBER OF PLAYERS:** Six to twelve per team.

**RULES OF THE GAME:** Long ball is played exactly as long base soccer, except that the ball is batted with the hand each time instead of being kicked. A variation is to place the base beyond and slightly to the right or left of the pitcher's box.

## DIAMOND, OR BOX BALL (U. G., J. H., S. H.) *Diagram 84*

**PLAYING FIELD:** "Box" made up of a square made by 3 bases and home base. Baseball diamond may be used.

**EQUIPMENT:** Volley ball, soft rubber ball, or any bouncing ball.

**NUMBER OF PLAYERS:** Two teams of equal size.

**RULES OF THE GAME:** The pitcher toses the ball so that it bounces once before coming across the plate. The batter strikes the ball with his open hand or clenched fist out into the field. The ball must first strike somewhere within the box, or diamond, in order for the batter to be safe. If the ball strikes outside the diamond, the batter is out; otherwise all baseball rules apply. One point is scored for each successful runner. Nine innings makes a game.

## BAR KICK BASEBALL (U. G., J. H., S. H.) *Diagram 85*

**PLAYING FIELD:** Softball diamond or smaller diamond.

**EQUIPMENT:** Paper bar, rolled and tied tightly (newspaper will do nicely), and two blocks across which the paper will be laid.

**NUMBER OF PLAYERS:** Three to twelve per team.

**RULES OF THE GAME:** The blocks and bar are set up at home plate, and a line is drawn eight or ten paces out in front—far enough to prevent "bunting." The batter kicks the bar as far as he can, then runs the bases. The team in the field spreads out in front of the line and attempts to replace the bar while the runner is off base. A foul ball is one kicked outside the field of play, or one that fails to cross the line. A foul ball puts the batter out and returns the preceding player to the base he just left. How the Game is Played: The two teams take positions and rotate turns at bat as in baseball. One point is scored for each successful play. Three outs retires a side. Any number of innings may constitute a game.

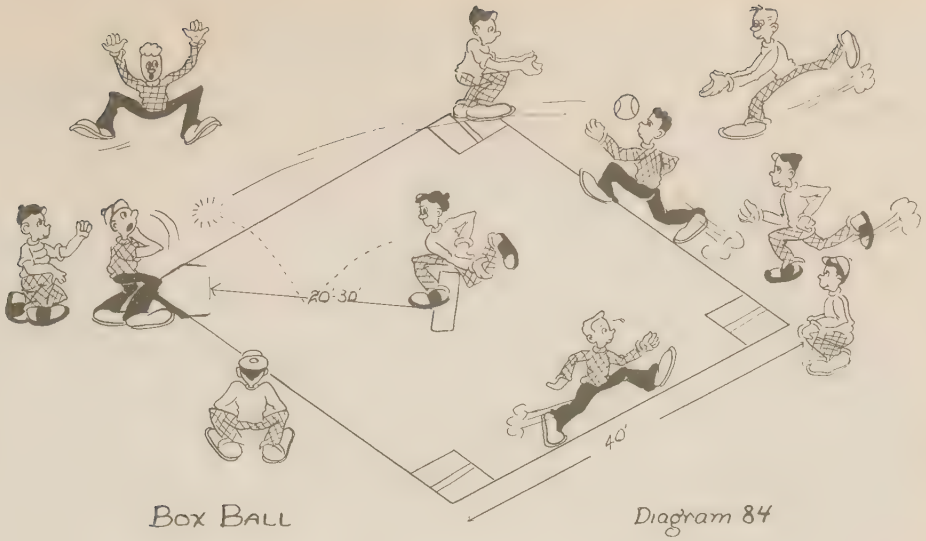
## PROGRESSIVE BAT BALL (U. G., J. H., S. H.) *Diagram 86*

**PLAYING FIELD:** Depending on number of players, a good-sized playfield at least is necessary.

**EQUIPMENT:** Volley ball.

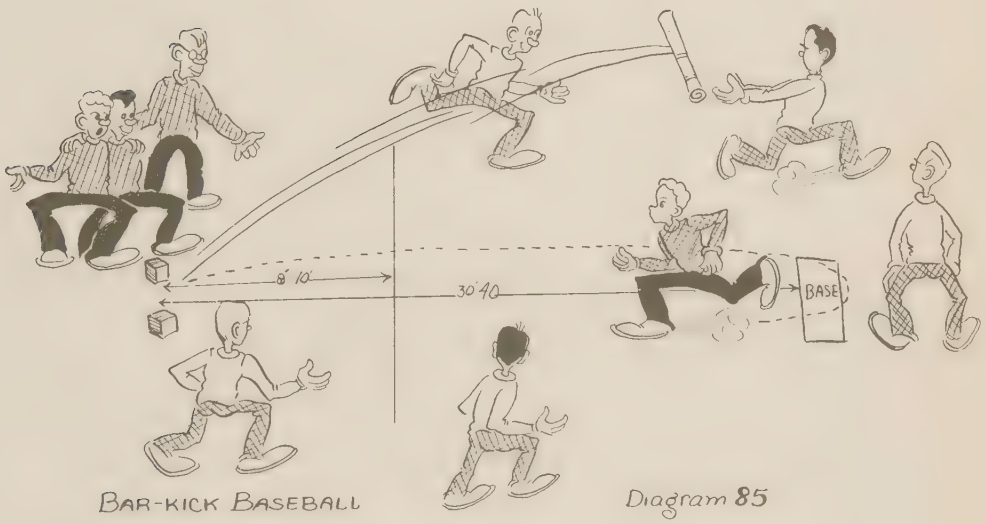
**NUMBER OF PLAYERS:** Any number up to 150, with nine or ten on a team.

**RULES OF THE GAME:** Teams must line up in rows directly behind one another with two arm lengths between each two players and with their backs to the "back line". The team farthest from the back line turns and faces the rest. A player tosses the ball and bats it with his hand, then runs to the back line. The ball must go within the square, and the other players attempt to hit the runner before he reaches the line. The runner is out if the ball is caught in the air, or if it hits him while he is running. He must return to his team safely on the next play if he is not hit by the ball en route to the back line. The players not at bat must maintain their positions and move the ball by passing only. A batted ball striking outside the square of play is foul, and the batter is out. One point is scored for each player reaching the back line successfully. Three outs retires a team, which then moves to the back row, and the next team in line moves into play.



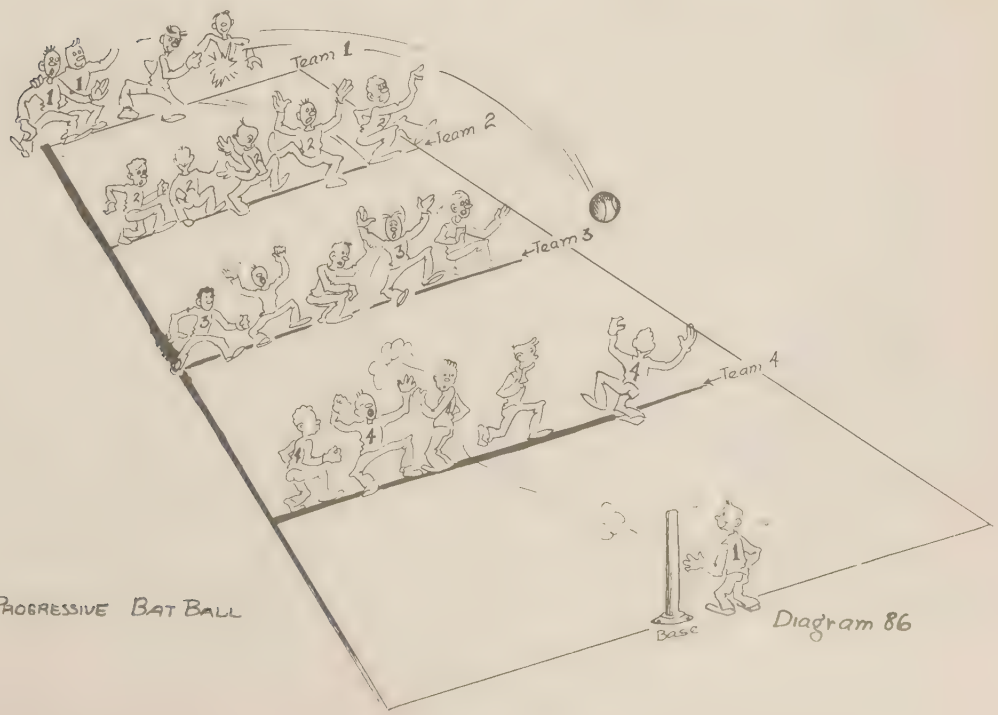

BOX BALL

Diagram 84



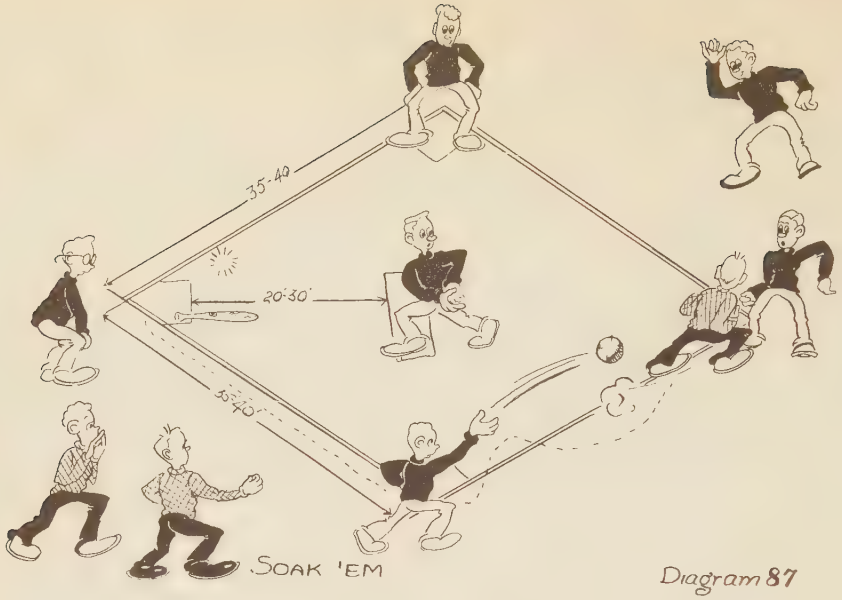

BAR-KICK BASEBALL

Diagram 85



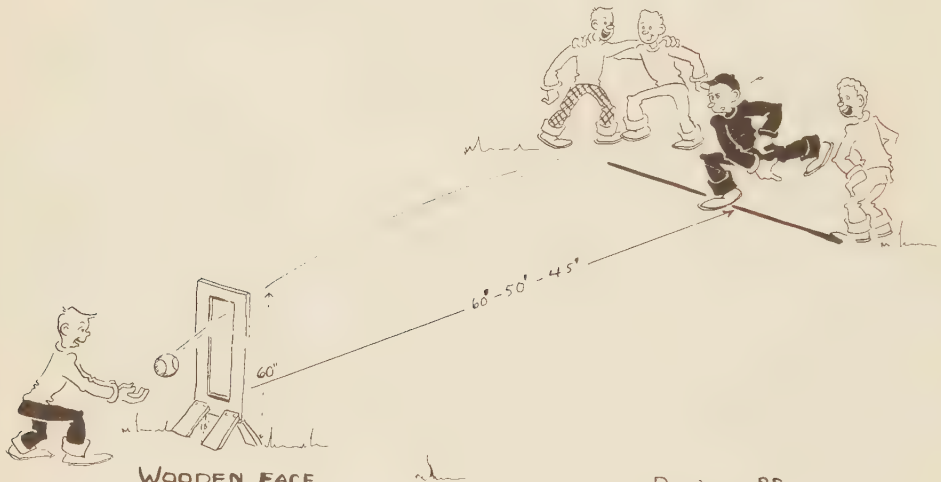

PROGRESSIVE BAT BALL

Diagram 86




SOAK 'EM

Diagram 87




WOODEN FACE

Diagram 88

CRICKET

Diagram 89

## SOAK 'EM (Any age group) *Diagram 87*

**PLAYING FIELD:** Softball diamond—or may be adjusted to fit gymnasium. Pitcher's box from twenty to thirty feet, and bases from 35-40.

**EQUIPMENT:** Six or eight inch playground balls.

**NUMBER OF PLAYERS:** Nine to fifteen on each team.

**RULES OF THE GAME:** The game resembles softball except that the ball is hit with the hand, and outs are made by hitting the player with the ball instead of by tagging bases or runners. The defending team may run after the ball, but may not move more than one step in any direction after picking the ball up. The runner may zig-zag, stop, or dodge while on the base lines and the fielders must put him out by hitting him with direct throws from their position. If the runner makes a fair hit, he must make home without stopping in order to score. If he is walked, he need only go to first base, where he must stay until advanced by the next player. Any hit ball is a fair ball.

Interference by a defensive player will count a score, while interference by an offensive player will count an out. Three strikes is out, and any caught ball (fly) is an out. Any time the ball touches the runner by any means whatsoever —thrown, hit, bounced, or kicked—the runner is out. A runner who touches all the bases and reaches home without being touched by the ball, scores one run for his team. Each team is allowed three outs.

## WOODEN FACE (U. G., J. H., S. H.) *Diagram 88*

**PLAYING FIELD:** Area 30x60 feet.

**EQUIPMENT:** Woodenface, made of 2x6" lumber with an opening the width of home plate, the lower edge of which is 18" off the ground and the upper edge 60" above the ground.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** Woodenface is set up at a distance from the pitcher's box in proportion to the group pitching. (S.H., 60'; J.H., 50'; U.G., 45').

Each boy pitches to Woodenface. Anything going thru the opening is a strike. If he misses, it is a ball. The contestant pitches until he walks a man. After each 3 strikeouts he rests for a moment. The boy making the most strikeouts wins.

## CRICKET (U. G., J. H., S. H.) *Diagram 89*

**PLAYING FIELD:** Softball field.

**EQUIPMENT:** Softball or playground ball; light bat or paddle type bat 3 ft. long; 2 Indian clubs or bowling pins; softball bat.

**NUMBER OF PLAYERS:** Twelve to twenty-four.

**RULES OF THE GAME:** The batters stand in front of the home plate pins; a bat is on the ground protecting the pins from being hit. Pitcher's box is approximately 30-40 feet from the batter. The pitcher rolls the ball to the batter who attempts to hit he ball; any hit ball is a fair ball, and the batter must run to first base and back again before he is put out. Three outs and the team exchange places.

The batter is out:

1. Three strikes.
2. If a fly ball is caught.
3. If pins are knocked down.
4. If runner is touched with the ball.
5. If the ball is returned to home base, and the pins are knocked down before the runner returns home.

## HIT HOME PLATE (U. G., J. H., S. H.) *Diagram 90*

**PLAYING FIELD:** Baseball or playground ball field.

**EQUIPMENT:** Baseballs or playground balls; homeplate; colored flag on a stick for marker, and a light ball bat.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** Any place or series of places in the field may be used to hit from. The ball must be hit with the ball bat. The object is to hit home plate, or come as closely as possible. The flag marker is used to mark the closest hit in any given series of tries. Each contestant may be allowed three or six hits. A variation is to throw the ball instead of bat it in which case the number of tries should be reduced.

## BAT BALL (U. G., J. H., S. H.) *Diagram 91*

**PLAYING FIELD:** Softball field or gym 40x72 feet.

**EQUIPMENT:** Soccer ball, volley ball, rubber playground ball, standard or post.

**NUMBER OF PLAYERS:** Ten to twenty-four.

**RULES OF THE GAME:** The team scatters in the field. The batter stands on the serving line and tosses the ball into the air and bats with his hand, or fist. The ball must be hit beyond the scratch line, which is 10 feet from the serving line. After a successful hit, the batter runs to the post, circles it, and runs back to home base.

The fielders field the ball and attempt to hit the runner with it.

1. A fielder can not take more than two steps with the ball. He must pass the ball to his team mates in an attempt to strike the base runner. If the fielding team fouls, an extra point is given to the team at bat.

The runner is out when:

1. A fly ball is caught;
2. Hit by a ball thrown by the fielder;
3. He does not make a continuous run around the post and back home;
4. He bats out of turn;
5. He does not hit the ball beyond the scratch line;

The game may be timed or run by innings. Scoring: 2 points for each score made by the runner and 1 point extra if a foul is made by the fielder.

## KICK BASEBALL (L. G., U. G, J. H., S. H.) *Diagram 92*

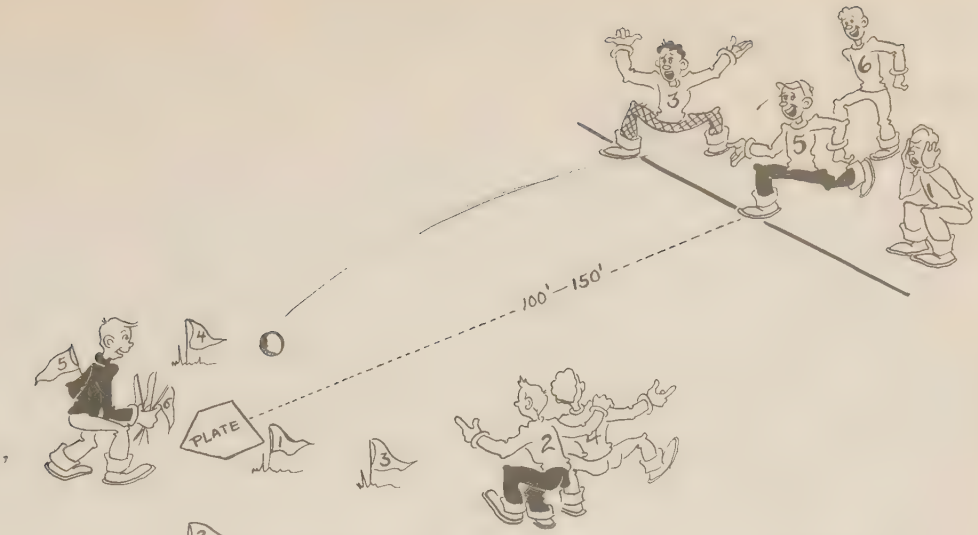
**PLAYING FIELD:** Softball diamond.

**EQUIPMENT:** Soccer ball or rubber ball.

**NUMBER OF PLAYERS:** Ten to thirty.

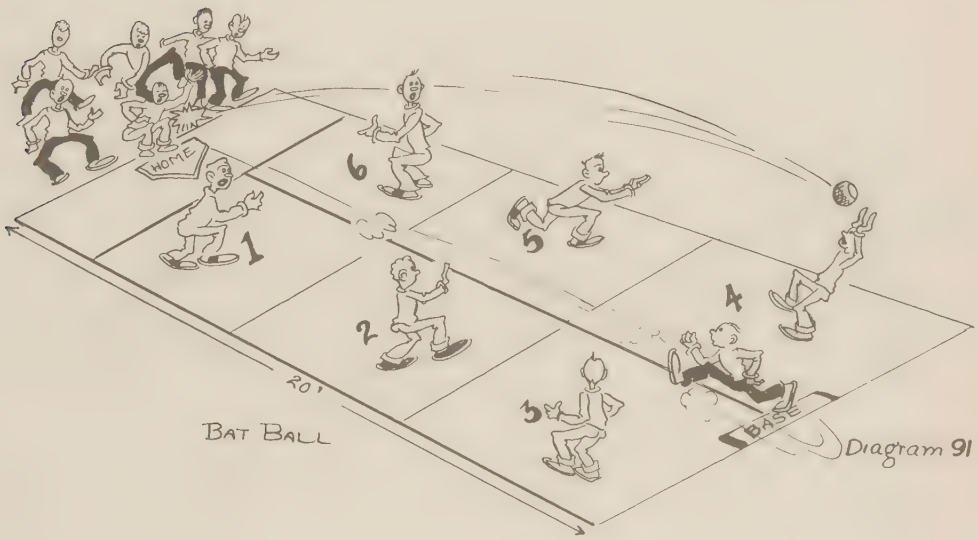
**RULES OF THE GAME:** Softball rules are used, with the following exceptions:

1. Kicker stands one foot behind home plate.
2. Pitched ball must be below batter's knees. A ball is called if not over the plate and below the knee.
3. A ball hitting the batter above the knees is a dead ball. A base runner cannot advance on a dead ball.
4. A player may be put out by being hit by a thrown ball.



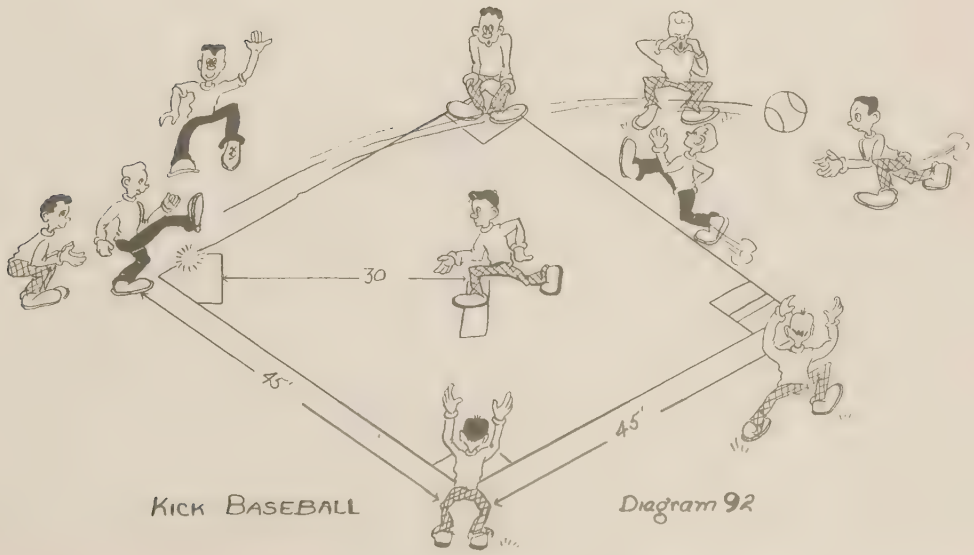

HIT HOME PLATE

Diagram 90



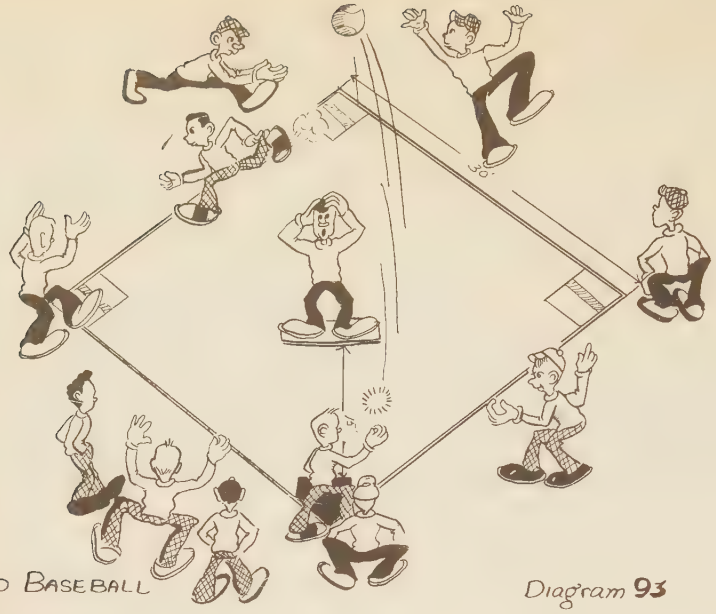

BAT BALL

Diagram 91



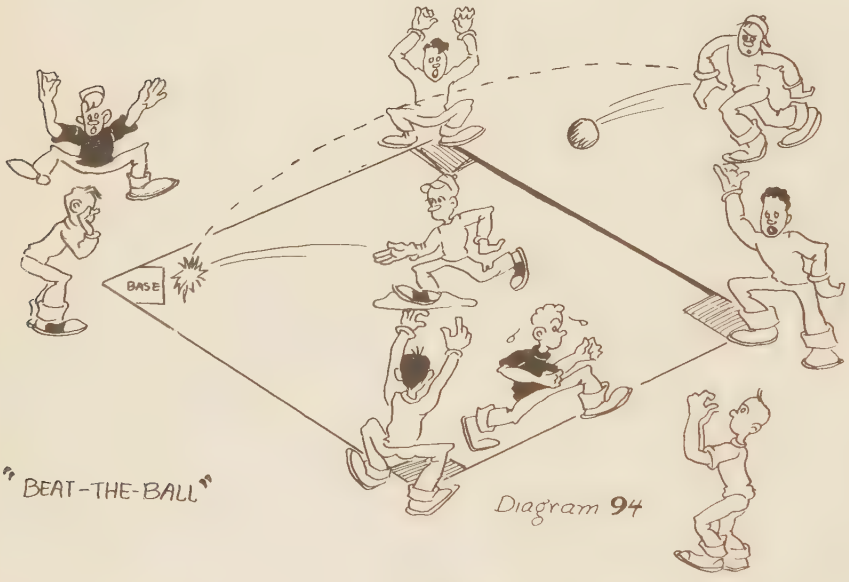

KICK BASEBALL

Diagram 92



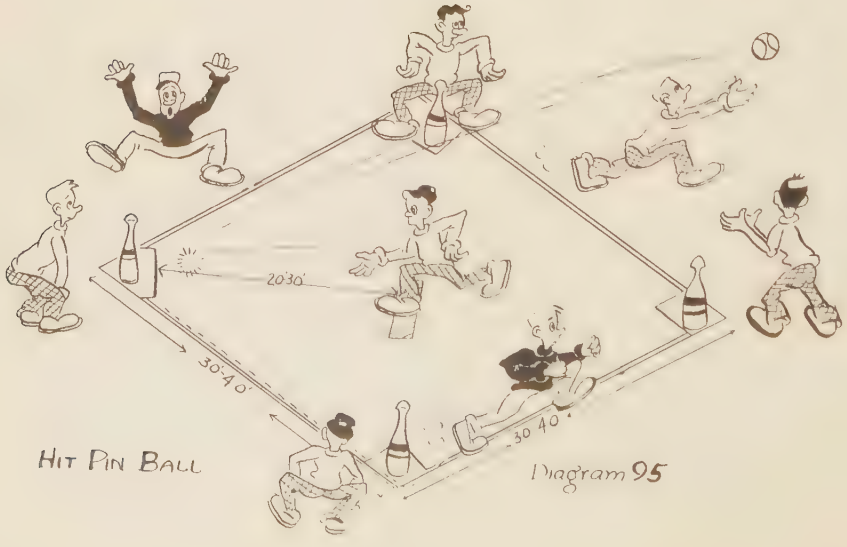
HAND BASEBALL

Diagram 93




"BEAT-THE-BALL"

Diagram 94




HIT PIN BALL

Diagram 95

## HAND BASEBALL (U. G., J. H., S. H.) *Diagram 93*

**PLAYING FIELD:** Baseball diamond with bases not exceeding 30 feet apart.
Pitching distance is 15 feet.

**EQUIPMENT:** Sport ball, soccer ball, or basket ball.

**NUMBER OF PLAYERS:** Two teams of nine players each.

**RULES OF THE GAME:** The rules of baseball apply, with the following exceptions: The ball is batted with the open hand or fist. The runner may be put out by hitting him with a thrown ball any time he is not on base. Base stealing is not allowed. Bunting is not allowed. The pitcher must use an underhand motion. One point is scored for each runner who reaches home base. The game lasts nine innings.

## BEAT THE BALL (U. G., J. H., S. H.) *Diagram 94*

**PLAYING FIELD:** Baseball diamond or playground.

**EQUIPMENT:** Volley ball or sport ball.

**NUMBER OF PLAYERS:** Two teams of nine players each.

**RULES OF THE GAME:** One team goes to the field, the other team stays at home base. The batter throws the ball into the field and runs the bases. When the ball is fielded, it is thrown to first base. The ball is thrown from base to base, beginning at first, until it catches the runner. The runner scores a point if he reaches home before the ball. Otherwise he is out. The teams change places after three outs. Nine innings is a game. The game may be varied by designating the type of throw that is to be used, i.e., standing sideways and throwing between the legs, or raising one leg and throwing under it.

## HIT THE PIN (U. G., J. H., S. H.) *Diagram 95*

**PLAYING FIELD:** Baseball diamond.

**EQUIPMENT:** Soccer ball and 4 Indian clubs.

**NUMBER OF PLAYERS:** Two baseball teams.

**RULES OF THE GAME:** The teams line up as in baseball. The team at bat kicks the ball as it is pitched, and the runner circles the bases, attempting to reach home before he is overtaken with the ball. An Indian club stands at each base. When the ball is fielded it must be passed to first base, on to second, and so on in an attempt to overtake the runner and knock over the pin ahead of the runner with the ball, before the runner can reach it. The base is a circle around the club, and the baseman must stand with a foot inside the circle. He must be on the inside of the base so that the runner can run AROUND each base. Fielders should be placed where they can pass quickly to basemen.

A fair ball is one striking inside or on the foul line, regardless of where the ball rolls afterwards, or if it hits any object. A ball which touches the kicker's person when delivered by the pitcher is a dead ball, and is not played. Fair balls must be kicked. A strike is any ball delivered by the bowler to the kicker which the kicker kicks at and misses, is kicked into foul territory, or touches the ground anywhere inside or on the boundary line of the home base circle, whether the kicker kicks at it or not.

## HIT THE PIN (Continued)

A ball is any ball delivered by the bowler to the kicker, which does not pass within the home base circle and is not classified under strikes. A free kick is given the kicker if 4 balls have been delivered by the bowler. After 3 outs teams change position. The kicker is out if:

1. He has three strikes;

2. After 4 balls he kicks a foul;

3. He knocks down the Indian club at home base;

4. A fly ball is caught or a fouled ball above the head is caught before touching the floor.

5. A fair ball knocks down an Indian club before touching anything except the floor.

The scoring is the same as in baseball. Nine innings constitutes a game. The runner is out if:

1. A fair ball is caught and held before touching the floor;

2. He or any member of his team is hit by the ball before it touches some object or floor.

3. If he knocks any Indian club down while running;

4. The Indian club immediately preceeding him is knocked down before he arrives.

5. He fails to touch each base in order or fails to run outside each pin.

## WORK-UP (L. G., U. G., J. H., S. H.)

**PLAYING FIELD:** Regulation softball or smaller diamond.

**EQUIPMENT:** Softball, bats, and mitts if desired.

**NUMBER OF PLAYERS:** Preferably enough to field one full team and leave two or three batters. However, extra fielders may be used if desired.

**RULES OF THE GAME:** All regular baseball rules apply except for the following: At the beginning of the game all players except two or three go into the field. The two or three remaining are the beginning batters. As long as the batter avoids making an out, he stays at bat. Once he makes an out he goes into the field. Each fielder then moves up one position—the catcher becoming next batter. The complete order of rotation is as follows: batter out to right field, then center, and left; left field to shortstop, third, second, and first bases; first base to pitcher and pitcher to catcher. A gradual shifting thus takes place whenever one out occurs rather than a complete shifting whenever three outs are made. Extra fielders means making an arrangement for steady progression from right to left. Any person catching a fair fly changes places with the batter.

## LINE BALL (U. G., J. H., S. H.)

**PLAYING FIELD:** An area large enough to allow two parallel lines 45 feet apart to be drawn.

**EQUIPMENT:** Softball and two bats, one bat for each team.

**NUMBER OF PLAYERS:** Two teams of equal size.

**RULES OF THE GAME:** The object of the game is to bat a ball across the opponents' line. Each team lines up behind a line, facing the other team. A player at one end of the line bats the ball across the field, over the opponents' line. One player on opposing team bats the ball back in the same manner. Play continues until each member of each team has had an opportunity to bat. The ball must be batted on the ground or below the opponents' heads or the score cannot count. One point is scored for each ball batted across the opponents' line. The team having the highest number of points wins the game.

## CROSS OUT BASEBALL (Any age)

**PLAYING FIELD:** Same as softball.

**EQUIPMENT:** Regulation equipment for game.

**NUMBER OF PLAYERS:** Eight to twelve per team.

**RULES OF THE GAME:** Same as the regular game except that, once the player has reached base he can only be put out by throwing the ball across the base line in front of him as he is running. Scoring and innings are just the same.

## SWAT BALL (U. G., J. H.)

**PLAYING FIELD:** Gym or playground; pitcher's box 20-25 feet from home plate and "far base" 50-70 feet beyond pitcher's base.

**EQUIPMENT:** Volley ball or playground ball.

**NUMBER OF PLAYERS:** 10-30.

**RULES OF THE GAME:** The object is to drive the ball into the field and run to the long base, or far base, and home again before being put out. The pitcher delivers underhand or with two hands. The batter strikes the ball with his clenched fists. The ball must be hit into fair territory to run on.

The runner may be put out by being struck with the ball. If a fly ball is caught, he is out, and if he hits 3 fouls in a row, he is out. The players in the field may also put him out by completing 5 consecutive passes between 5 members of their team before the runner reaches home. The fielders may not walk with the ball more than two steps, and the same person cannot make two of the five passes.

Three outs retires a side. Each run scores one, and 9 innings is a game.

## HOMERUN (U. G., J. H., S. H.)

**PLAYING FIELD:** Playground or Gym.

**EQUIPMENT:** Softball and softball bat.

**NUMBER OF PLAYERS:** Any number, divided into two equal teams.

**RULES OF THE GAME:** Select one team to be up to bat, and the other team is out in the field. Each team chooses a pitcher. Every player gets an opportunity to bat. There are no bases in the game. The pitcher pitches the ball to the batter, who in turn attempts to bat the ball.

The batter is out when:
1. He strikes at a ball and misses the ball;
2. He hits a foul ball;
3. He hits a fly ball and it is caught;
4. The pitcher catches a hit ball on the first bounce.

Since a batter does not run the bases, the scores are counted in the following manner:
1. If the pitcher or fielders fail to catch a fly ball, a homerun is scored;
2. If the ball is hit over every fielder's head, a homerun is scored;
3. If a fielder misses the ball on the first bounce, the batter scores a triple for himself.
4. If a fielder misses the ball on the second bounce, the batter scores a double for himself;
5. If a fielder misses a grounder, the batter scores a single.

After every batter has had an opportunity to bat, the sides change places.

Variation: Three outs may be scored against the team, and then the sides change places.

## AROUND THE BASES (L. G., U. G., J. H., S. H.)

**PLAYING FIELD:** Baseball or softball diamond.

**EQUIPMENT:** None.

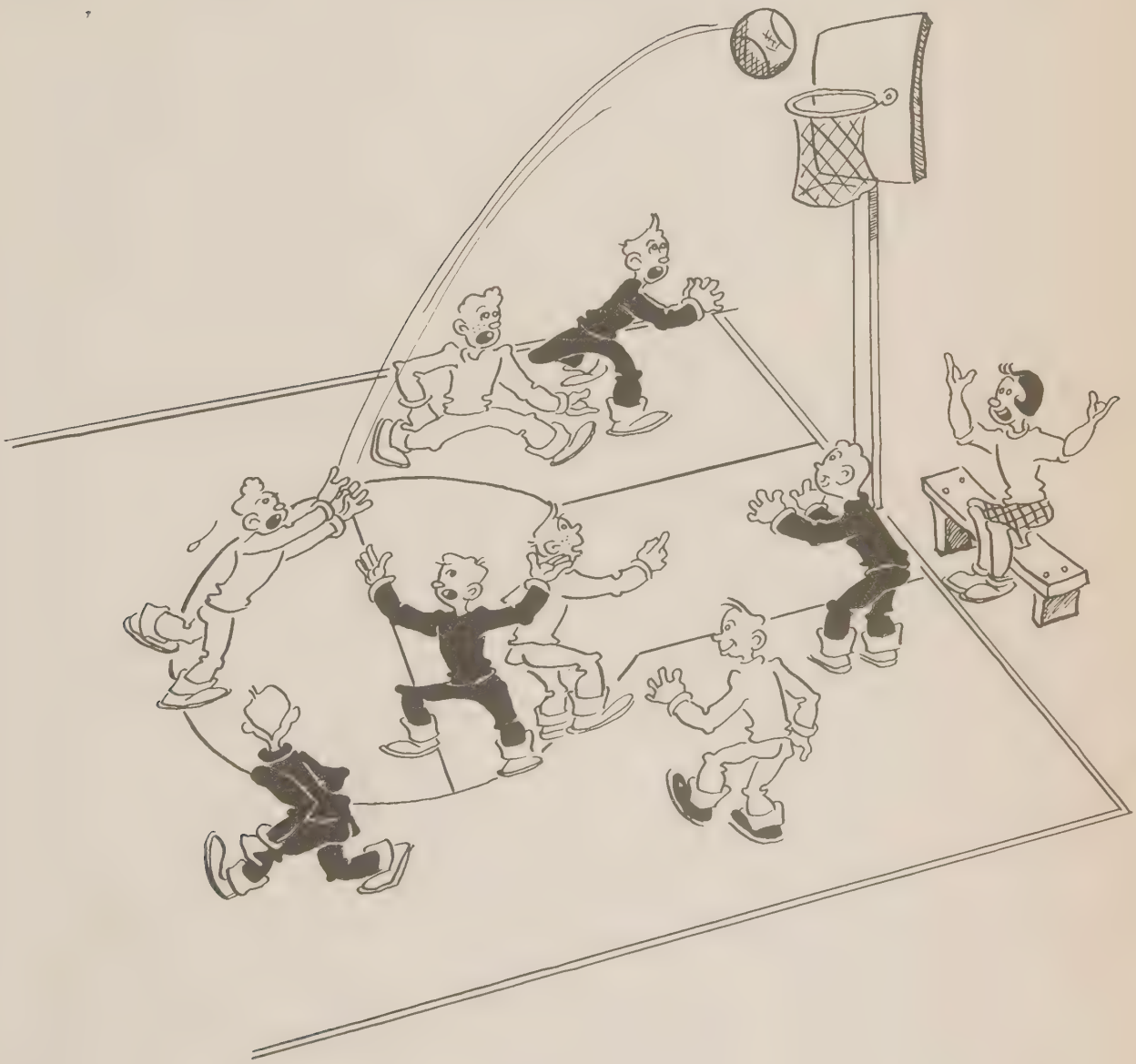
**NUMBER OF PLAYERS:** Any number, divided into two, three, or four equal teams.

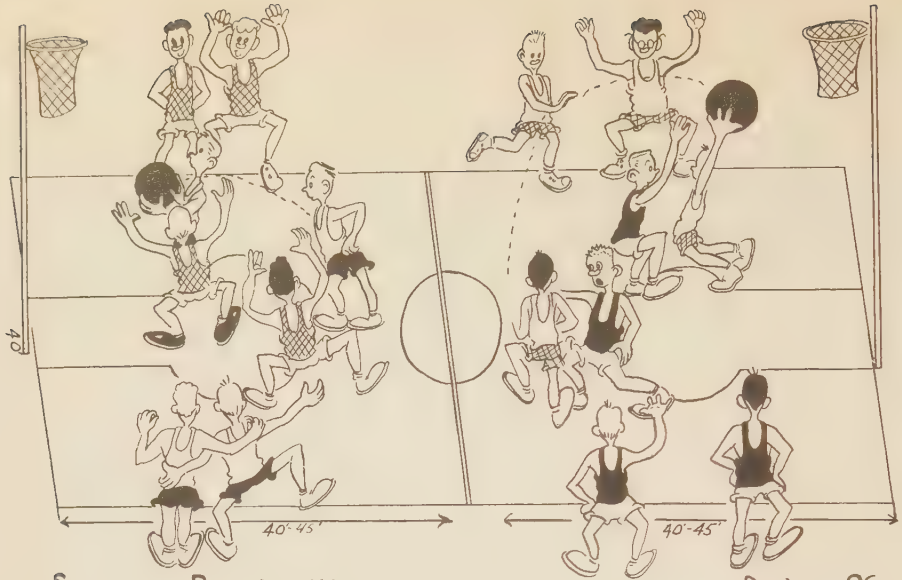
**RULES OF THE GAME:** Divide the group into even teams, using home, first, second, and third base as team stations. At a given signal the first member of each team leaves his station and runs the bases. When he returns to his original station, he touches the number two man, and the game continues. The first group finishing wins.

If there are a limited number of players, eliminate one or two teams and place a team at home and second.

# BASKETBALL

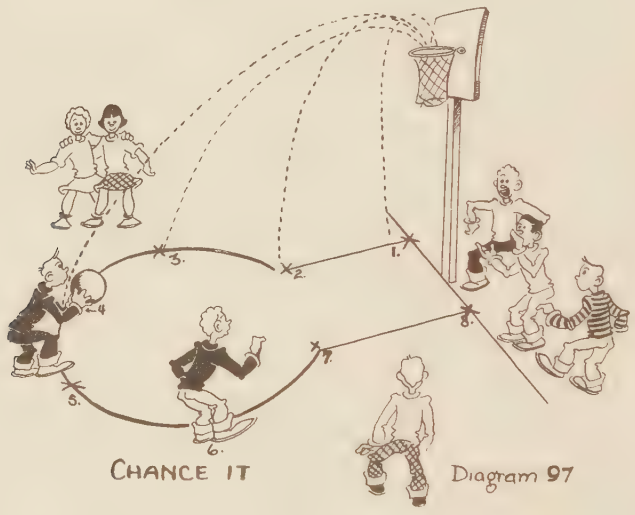
## TYPE GAMES





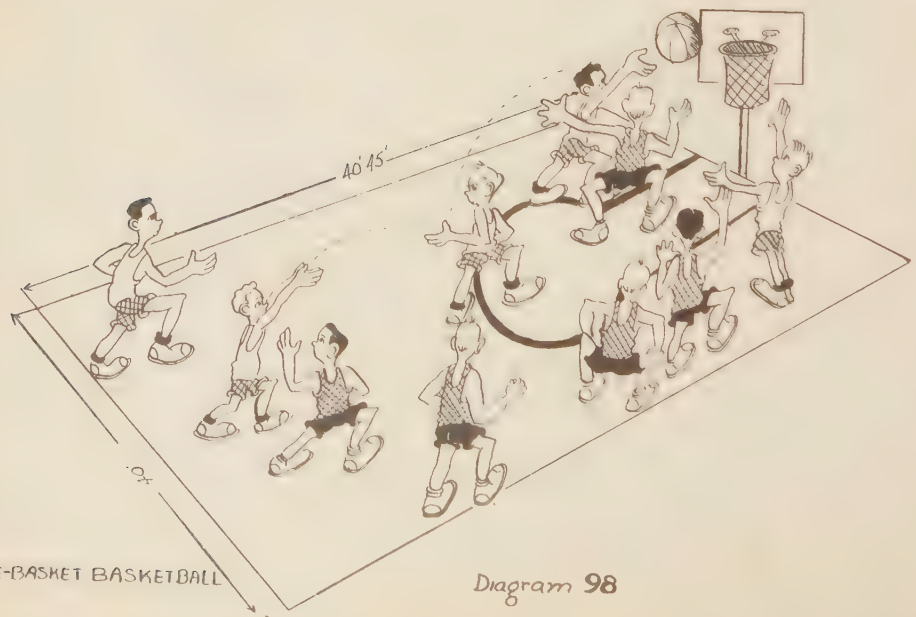

SIDE-LINE BASKETBALL

Diagram 96




CHANCE IT

Diagram 97




ONE-BASKET BASKETBALL

Diagram 98

## SIDE LINE BASKETBALL (U. G., J. H., S. H.) *Diagram 96*

**PLAYING FIELD:** Half a regular basketball court.

**EQUIPMENT:** Basketball.

**NUMBER OF PLAYERS:** Six or more per team.

**RULES OF THE GAME:** Two members of each team play on the floor and the remainder of the team line up along opposite sidelines. The players on the floor play according to regular basketball rules, except that they may advance the ball by passing to their team on the sidelines. Both teams play for the same basket, and in order for the defensive team to become offensive, they must get possession of the ball and make one pass to their sidelines.

Members on the sidelines must stay behind the line. The center line is out of-bounds. Crossing a line gives the other team the ball on their sideline. Only the two players on the floor may shoot baskets. A foul may result in either a free throw or an automatic point followed by a center toss-up. Players rotate positions thru the sideline and onto the floor.

Variation: Three or four members of each team can go on the floor and the remainder of the team line up along opposite sidelines.

Variation: The team scored against can take the ball out on their sideline.

## CHANCE IT (U. G., J. H., S. H.) *Diagram 97*

**PLAYING FIELD:** Any area with one basket.

**EQUIPMENT:** Basket and basketball.

**NUMBER OF PLAYERS:** Two to ten.

**RULES OF THE GAME:** Mark eight spots around the keyhole. The first player shoots from the number one spot. If he makes it, he shoots from the number two spot, and so on around. If he misses, the next player shoots, and the first one waits his turn again unless he chooses to "Chance it". If he takes a chance and shoots again, he may continue to advance if the shot is good. If it fails, however, he must go to the end of the line and the first position again.

## ONE BASKET BASKETBALL (U. G., J. H.) *Diagram 98*

**PLAYING FIELD:** One half of a basketball court, or space where one basket is available.

**EQUIPMENT:** Basket and basketball.

**NUMBER OF PLAYERS:** Four to ten per team.

**RULES OF THE GAME:** Basketball rules are used, with the following exceptions: The team having possession of the ball may shoot for a basket. If the opposing team gain possession of the ball, they must take the ball back past the foul line before they can attempt a basket. If a player on the team that attemped the goal recovers he ball, he may shoot for the basket again without bringing it out over the foul line.

## FREE FOR ALL BASKETBALL (J. H., S. H.) *Diagram 99*

**PLAYING FIELD:** Half of a basketball court.

**EQUIPMENT:** One basket, one basketball.

**NUMBER OF PLAYERS:** Three to six.

**RULES OF THE GAME:** Basketball rules are used, with the following exceptions: The ball is tossed up into the air by the referee. The player must shoot the ball from the spot it is recovered. If a basket is made, (it counts 2 points) the player goes to the foul line and attempts a free throw. If his free throw is successful, he continues shooting until he misses. When the starting player misses the basket, his teammates attempt to recover the ball, and the player who is successful gets to make a shot from the spot where he recovered the ball. If the shot from the field is not successful, the other players may try to recover the ball. All players must remain stationary while a shot is being taken until the ball hits the rim or backboard. (Remaining in a stationary position if basket is made, prevents crowding under the basket on the foul shot).

Foul: A player fouling leaves the game until a score has been made. He may then return to the game. The offended player gets 1 point and a chance to make a basket from the field.

Game: Any player making 15 points.

## FOUR BASKET BASKETBALL (U. G., J. H., S. H.) *Diagram 100*

**PLAYING FIELD:** Basketball court.

**EQUIPMENT:** 4 baskets (1 on each end, 1 on each side), basketball.

**NUMBER OF PLAYERS:** Ten to thirty.

**RULES OF THE GAME:** Basketball rules are used, with the following exceptions: Each team is assigned one end goal and one side goal. There may be 5-15 players on a team. Teams should be equal in number. The ball is tossed at center to start the game. Teams may score by shooting baskets at their assigned baskets. Baskets count 2 points. After a basket has been made, the team scored against take the ball out of bounds under the basket where the score was made.

Foul: Team committing foul loses the ball. The offended team scores 1 point and puts the ball into play out of bounds at the nearest point, where the foul was committed.

## IT BASKETBALL (U. G., J. H., S. H.) *Diagram 101*

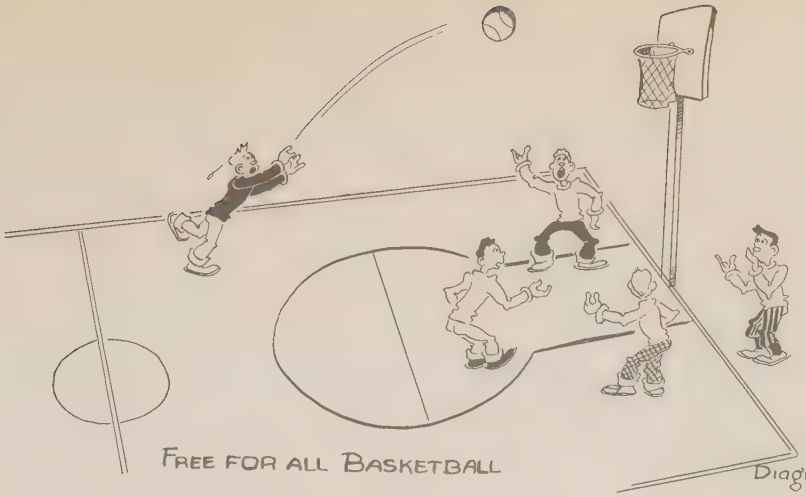
**PLAYING FIELD:** Playground or Gym.

**EQUIPMENT:** Basketball and basket.

**NUMBER OF PLAYERS:** Five to fifteen.

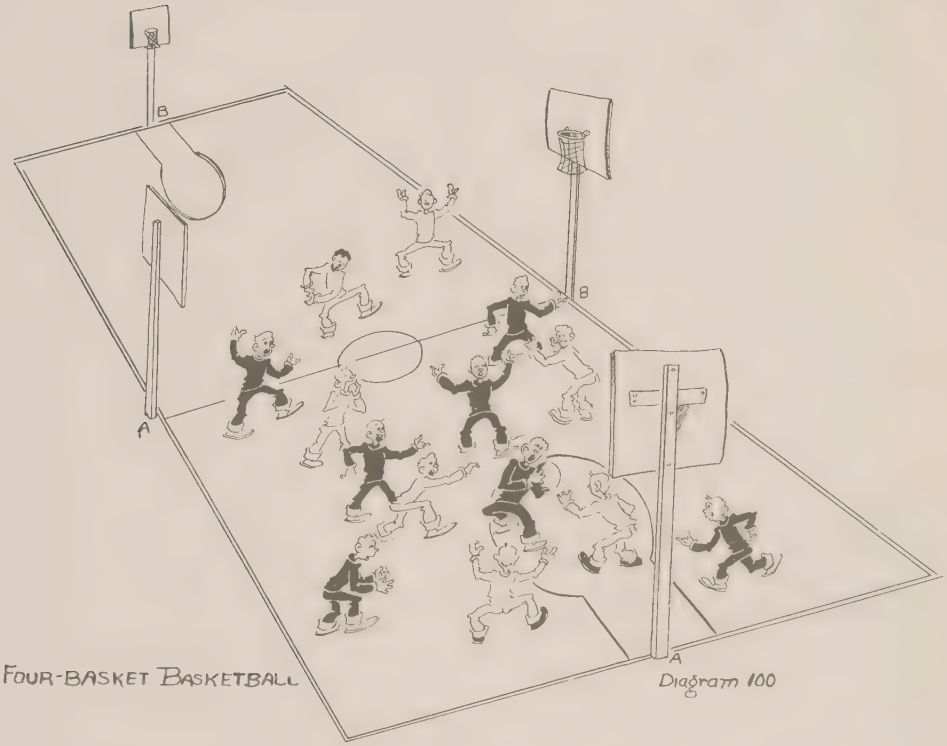
**RULES OF THE GAME:** Basketball rules are used with the following exceptions: One basket is used, and 4 or 5 players are on the floor at one time. One player is "It". The object of the game is to keep the ball from "It". If one of the team players shoots and makes a basket, he is given 2 points. If he misses, he must take "It's" place. If "It" intercepts a pass, the last person to handle the ball is "It". Each player keeps his own score. If a player makes a foul, he takes two points from his score.

If more than 5 players are playing, use a time substitution. If two teams of 4 or 5 are available, each team should play 3 to 5 minutes. At the end of the playing time the player with the highest amount of points wins.



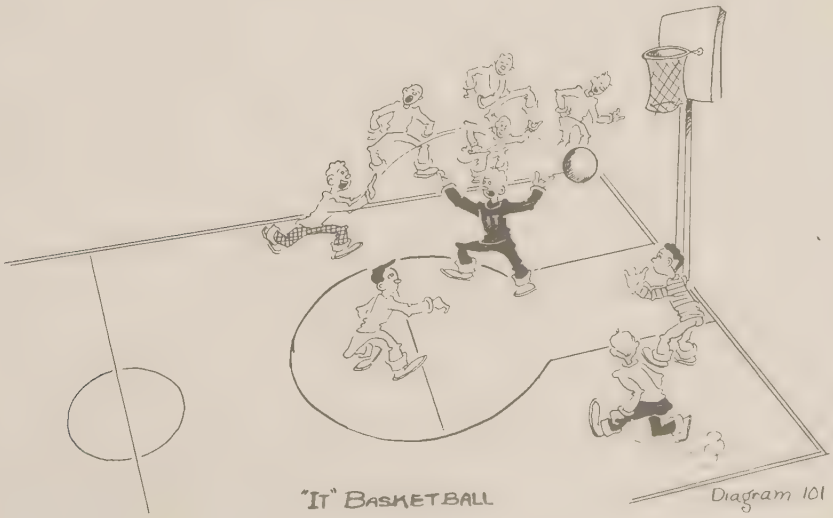
FREE FOR ALL BASKETBALL

Diagram 99



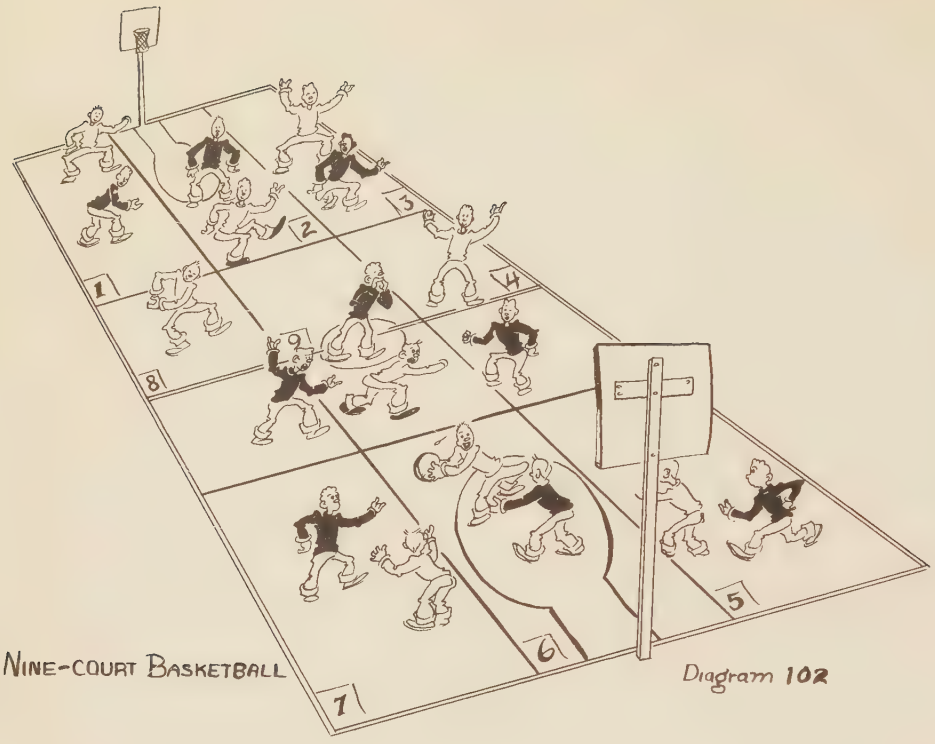

FOUR-BASKET BASKETBALL

Diagram 100



"IT" BASKETBALL

Diagram 101




NINE-COURT BASKETBALL

Diagram 102

FIVE PASS BASKETBALL

Diagram 103

## 9 COURT BASKETBALL (U. G., J. H., S. H.) *Diagram 102*

**PLAYING FIELD:** Basketball court, divided into 9 equal areas.

**EQUIPMENT:** Basketball, volley ball, or soccer ball.

**NUMBER OF PLAYERS:** Two teams of nine players each.

**RULES OF THE GAME:** Each player has an area within which he must stay. (See diagram). Only the forwards may shoot baskets, which count two points each. The game begins with a toss-up at center, after which each team attempts to get the ball to their forwards so they can score. Players may not take more than one step with the ball, or step over a boundary line. They may dribble once, girls using two hands. Infraction of a rule, or causing the ball to go out-of-bounds, gives the ball to the opponents at the spot where the infraction occurred.

Touching the ball when an opponent has it in his possession, any body contact, or other unfair act, is a foul. The penalty for a foul is one free shot unguarded, which counts one point if made.

## 5 PASS BASKETBALL (U. G., J. H., S. H.) *Diagram 103*

**PLAYING FIELD:** Basketball court.

**EQUIPMENT:** Basketball, volley ball, or soccer ball.

**NUMBER OF PLAYERS:** Six to eight per team; half forwards, half guards.

**RULES OF THE GAME:** The object of the game is to make five consecutive passes between forwards of one team. Only passes between forwards count in the series. Guards' duties are to check opposing forwards and feed the ball to their own forwards.

The ball is passed from the referee to a forward of one team to begin the game. This pass may not be guarded or intercepted. The next forward to receive the ball calls "one", and each in turn calls out his number as he gets the ball, until "five" is called. One point is then scored for that side. If they lose the ball, they must begin counting all over when they regain it. After each point the teams alternate in receiving the referee's pass at center.

When the guards regain the ball from opposing forwards, they may pass it any number of times among themselves until they are in position to feed their forwards. They may dribble, but must not take more than one step while holding the ball. They cannot hold the ball more than three seconds, and cannot hand the ball to a teammate; it must be passed. Pushing, holding, tripping, and other body contacts are fouls, the penalty for which is an unguarded pass. A forward's free throw may count as one of the five necessary for a score, but a guard's free throw does not count. A double foul cancels play, which begins over again at center. If a player is fouled when he does not have the ball, he may have a free throw, but his teammates may be guarded. The game consists of two ten minute halves, with a two minute rest period between.

## FOUL SHOOTING (U. G., J. H., S. H.)

**PLAYING AREA:** Basket and foul line (keyhole).

**EQUIPMENT:** Basketball.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** The object is to make foul shots . . . any number, but if more than 25 is set as the objective, they should be shot in groups of 25. The shooter may not step over the foul line. Scoring is 1 for each shot made.

## FOUR HORSES (U. G., J. H., S. H.)

**PLAYING FIELD:** Any area with one basket.

**EQUIPMENT:** Basket and basketball.

**NUMBER OF PLAYERS:** Two to ten.

**RULES OF THE GAME:** Players take turns shooting. The first player in line may make a shot from any spot on the floor. The object of the game is to make a shot that will be difficult for the next player to make. If a player fails to make a shot from the same place on the floor that the player just preceding him made, he has One Horse. Four Horses and a player is eliminated from the game. If a player fails to make a shot, the next person in line can set up his own shot from any spot on the floor. The game continues with each player trying to eliminate the others.

Variations: Players may shoot with one hand, over hand, or under hand, and the player following must make the same type of shot from the same place on the floor.

## 21 AND OUT (U. G., J. H, S. H.)

**PLAYING FIELD:** Any area with a basket.

**EQUIPMENT:** Basket and basketball.

**NUMBER OF PLAYERS:** Two to ten.

**RULES OF THE GAME:** Players take turns shooting a long and a short shot. The long is taken at least 15-20 feet from the basket, and the short is taken from the point of recovery plus one step, if desired. A long shot made counts 2 points; a short one counts 1. The first player to make 21 wins. To determine position for the game, each player shoots until he makes one long. Playing order can be in the order that the first basket is made.

## BULL'S EYE (L. G., U. G., J. H.)

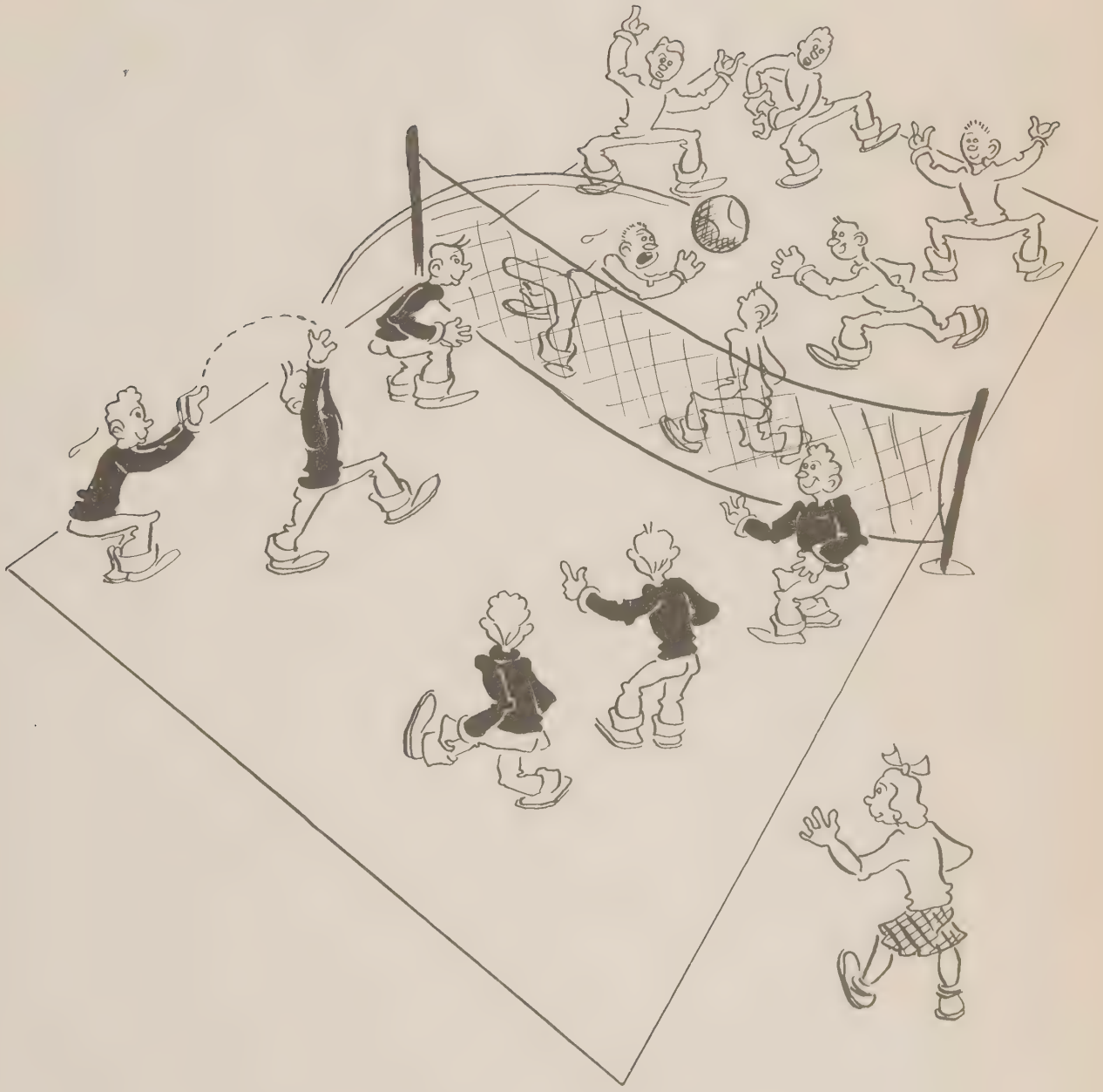
**PLAYING FIELD:** Any wall where a bull's eye may be drawn.

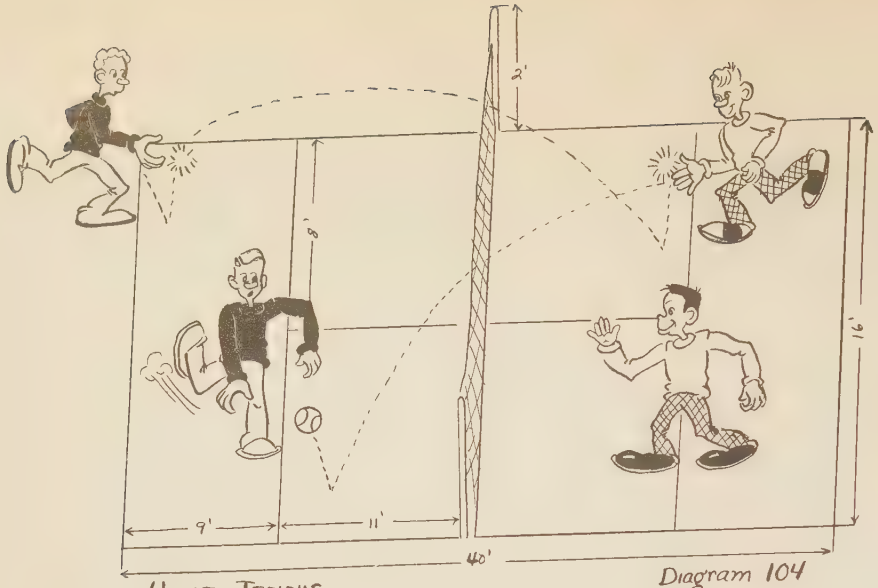
**EQUIPMENT:** Basketball.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** A line is drawn 10-15 feet from the bull's eye, and players throw at the bull's eye from this line. Each player is given 10 throws. Each throw that lands within the 12" circle counts 2 points. Outside the circle is no score. Scoring can be by individual or by team, as desired.

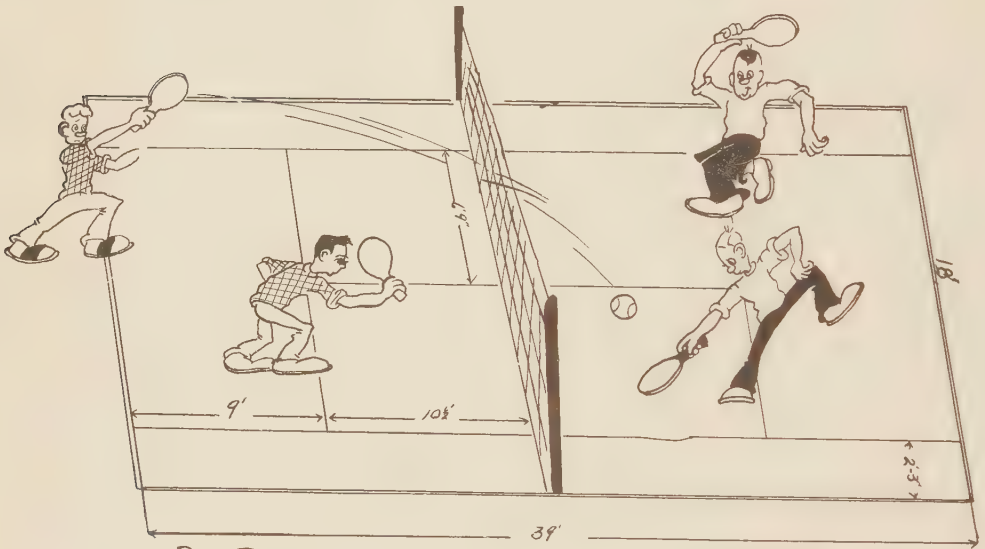
# NET GAMES





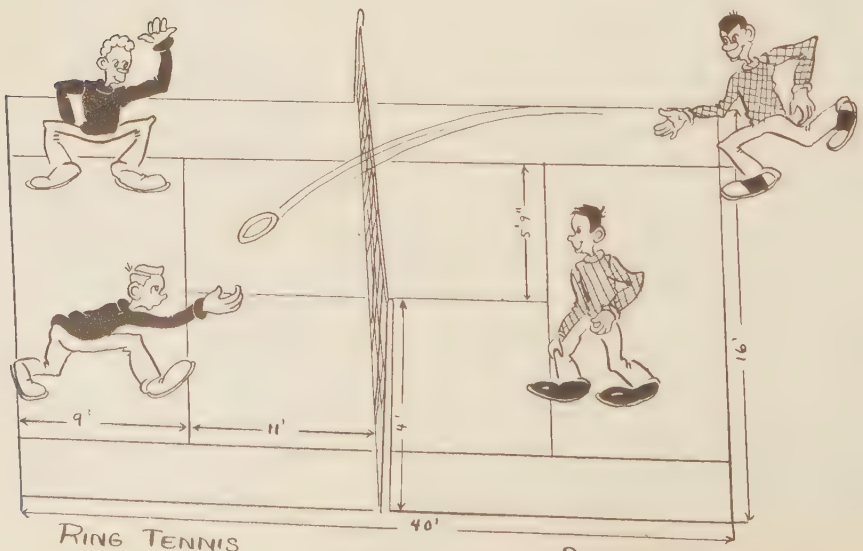

HAND TENNIS

Diagram 104




BAT TENNIS

Diagram 105




RING TENNIS

Diagram 106

## HAND TENNIS (J. H., S. H.) *Diagram 104*

**PLAYING FIELD:** Forty feet long and sixteen feed wide, divided in the center by a taut 2 foot net, which is two feet, four inches from the ground at the center. A foul line is drawn three feet from the net on each side.

**EQUIPMENT:** Any bouncing rubber ball, and a net.

**NUMBER OF PLAYERS:** Two, three, or four.

**RULES OF THE GAME:** The game resembles tennis, with the hands taking the place of racquets. The server puts the ball into play from behind the rear line of the court by dropping the ball and hitting it over the net after the first bounce, using an underhand stroke. The receiver must allow the ball to bounce before returning it. After that it may be returned on the fly if desired.

If the serve goes into the net or out of bounds, the side loses the serve. Two serves are allowed on a net ball only. Points are scored only by the side serving, and the server continues serving as long as he is scoring. The serve or the point is lost if a player steps within the foul line. The serve is alternated between players in doubles. One point is scored for each receiver's fault. Fifteen points is game.

## BAT TENNIS (J. H., S. H.) *Diagram 105*

**PLAYING FIELD:** Tennis court.

**EQUIPMENT:** Tennis balls, net and bat tennis racquets.

**NUMBER OF PLAYERS:** Two or four.

**RULES OF THE GAME:** The rules are the same as for tennis in all respects except scoring. One point is allowed for each fault, and 25 points is a game. Service alternates each five points. The game may also be played with a time limit. (See tennis rulebook).

## RING TENNIS (J. H., S. H.) *Diagram 106*

**PLAYING FIELD:** Court 16′ wide and 40′ long. A rope stretched across the center from two poles 4′ high. Two lines are drawn parallel to the rope and 3′ from the center each way as foul lines.

**EQUIPMENT:** Rope or net, and 4 soft rubber rings, 6″ diameter.

**NUMBER OF PLAYERS:** Two for singles; four for doubles.

**RULES OF THE GAME:** The object of the game is to toss the rings over the net so that they will fall in the playing court yet out of reach of your opponent. If the ring is not caught, it counts against the player missing it. Only the server can score. All tosses must have a minimum vertical rise of 6″. Killing and feinting are not allowed. If the server faults, he loses the serve. A service toss that touches the net and falls over is played over again, once. Any other toss that hits the net and goes over is legal, provided it has risen 6″ from the point of departure. If a ring goes out of bounds, the player touching it last makes the fault. Fifteen points is game.

## RING TENNIS (Continued)

Doubles is the same game except for service. The server serves from the right hand court to the diagonally opposite court. If he wins the point, he continues to serve, but alternates his court. Only the person opposite may return the serve.

## NEWCOMB (J. H., S. H.)

*Diagram 107*

**PLAYING FIELD:** Tennis court or smaller court.

**EQUIPMENT:** Volley ball, soccer ball and net.

**NUMBER OF PLAYERS:** Any number that will make two equal teams.

**RULES OF THE GAME:** The ball is thrown back and forth over the net, each team attempting to keep it from touching the ground, while trying to set up difficult catches for their opponents.

The server tosses the ball over the net to put it in play. It must clear the net to be a legal serve. After the serve, if a ball touches the net and goes over, it is legal. The ball is to be tossed, not batted. Any number of players may handle the ball on each side, but no player may hold it more than three seconds. A point is scored for the other team whenever one side drops the ball or lets it go out of bounds. A point is also allowed opponents for a player touching the net, holding the ball more than three seconds, playing the ball illegally, or touching it before it goes out of bounds.

A fumbled ball remains in play if it did not touch the ground. If an out of bounds ball is caught before it touches the ground, it remains in play. The team whose players last touched it are responsible for an out of bounds ball.

## VOLLEY BALL (U. G., J. H., S. H)

*Diagram 108*

**PLAYING FIELD:** Standard volley ball court.

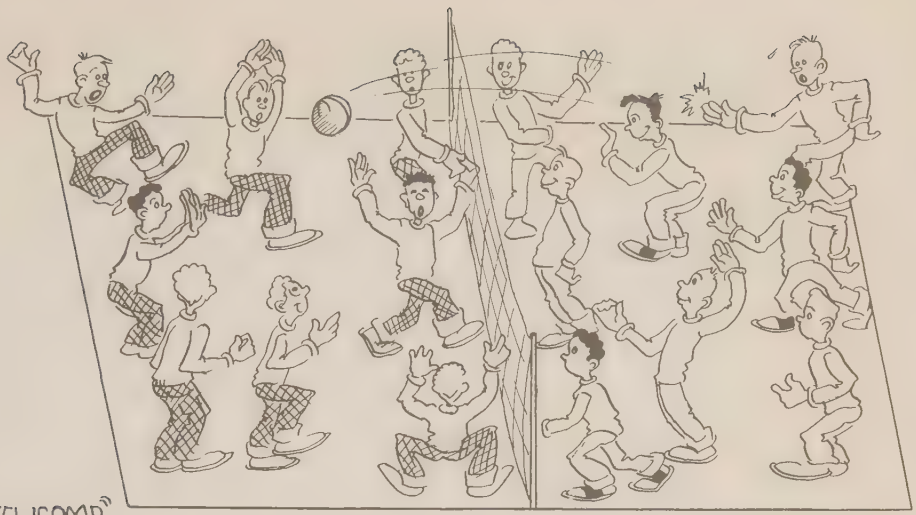
**EQUIPMENT:** Net, and volley balls.

**NUMBER OF PLAYERS:** Four to twelve on each side.

**RULES OF THE GAME:** See diagram for player positions. The object is to bat the ball over the net and prevent it from hitting the ground on your own side of the net. Players rotate after each score, No. 1 player taking No. 9's place.

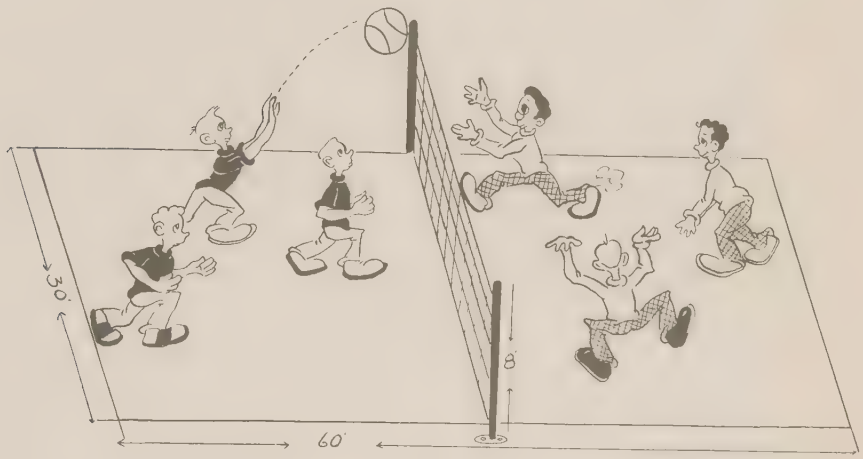
A volley ball is served by the player in the right hand position. He stands with both feet inside his own backline, tosses the ball up, and bats it with his hand toward the net. As he serves, his hand may be either open or closed. The ball must not touch the net or any player and must go over the net and fall in the opposing team's court. If two serves fail, the opponents get the ball. The members of a team serve and score as long as they win the points.

Any number of players may bat the ball before it is sent across the net, but it cannot be caught or cannot be struck twice in succession by the same player. The ball is out of bounds when it touches the floor, wall, or anything out of the bounds of the court. The team whose players last touched the ball are responsible for its being out of bounds.



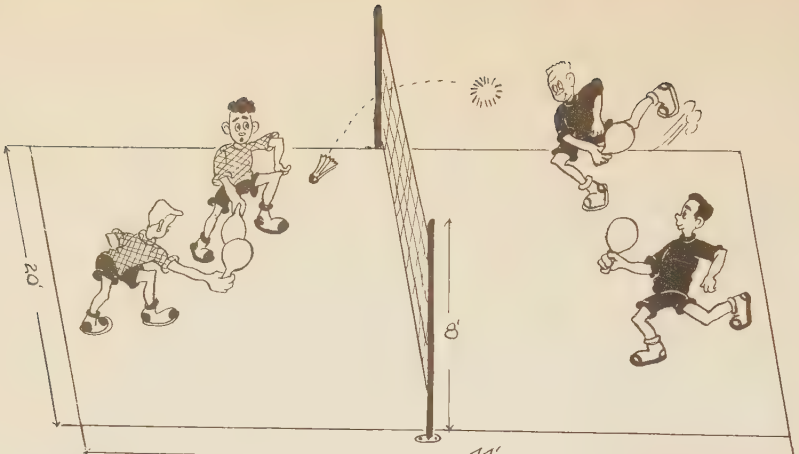
"NEWCOMB"

Diagram 107



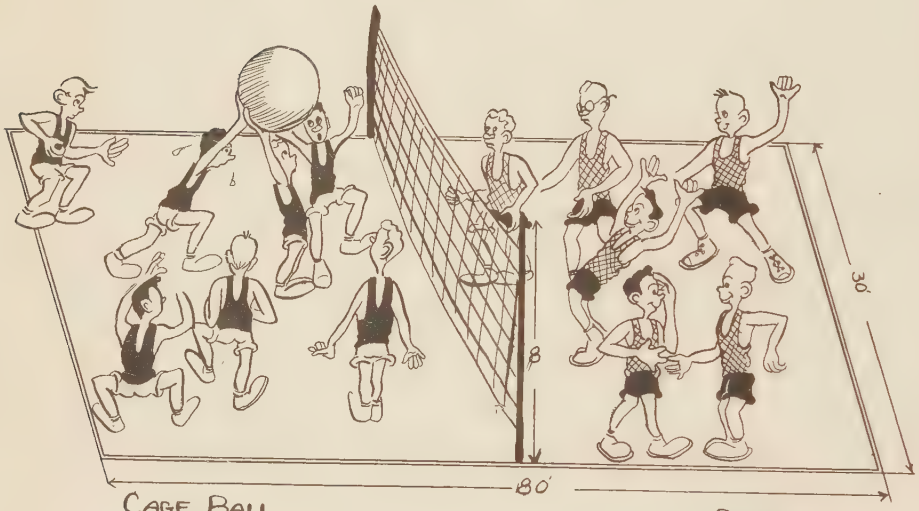

VOLLEY BALL

Diagram 108



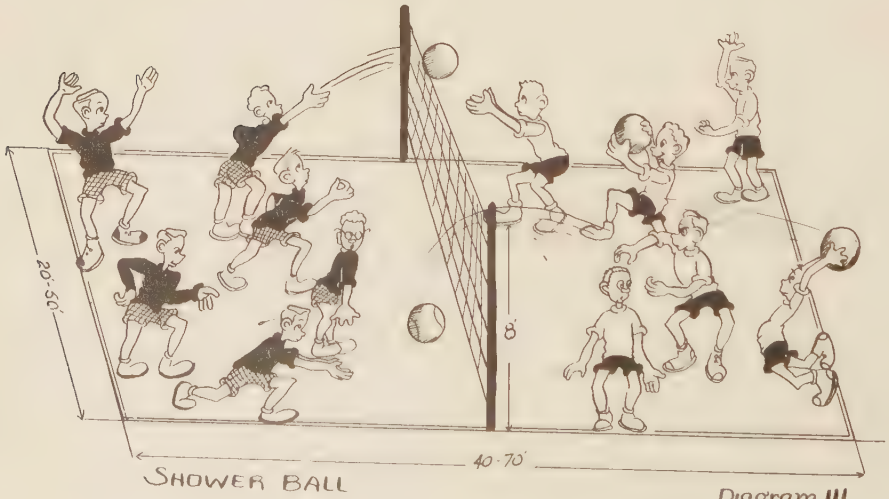

PADDLE BADMINTON

Diagram 109




CAGE BALL

Diagram 110




SHOWER BALL

Diagram 111

## PADDLE BADMINTON (U G., J. H., S. H.) *Diagram 109*

**PLAYING FIELD:** Twenty by forty-four feet.

**EQUIPMENT:** Three-ply paddles 12″ long, 6″ wide; a regular badminton net. Either a regular badminton or a Petika Rio bird may be used.

**NUMBER OF PLAYERS:** Two or four.

**RULES OF THE GAME:** The rules are the same as for badminton, except that the paddles are substituted for racquets. A sponge ball may be used if players have trouble with a bird. The game can be made a team game, and volley ball rules followed.

## CAGE BALL (J. H., S. H.) *Diagram 110*

**PLAYING FIELD:** Thirty by eighty feet, adjusted to age group.

**EQUIPMENT:** Volley ball net and large ball.

**NUMBER OF PLAYERS:** Ten to fifty.

**RULES OF THE GAME:** The net is eight feet off the floor. Each court is divided into three equal areas starting from the server's back line. Each player can play the area he is in, up to the parallel line. He cannot go back of the line; he may reach over it, but may not step on it.

Players rotate to the server's position. The server throws or bats the ball to one of his players who assists it over the net. All served balls must be assisted, or the service goes to the opposing team. Only the serving team scores. When a ball touches the ground or goes into the net or out of bounds, it is a point against the team responsible. Game is 11 points.

## SHOWER BALL (J. H., S. H.) *Diagram 111*

**PLAYING FIELD:** Adjusted to number of players 20x50 to 40x70 feet.

**EQUIPMENT:** Volley ball net; one ball for every 10 players.

**NUMBER OF PLAYERS:** Twenty to fifty.

**RULES OF THE GAME:** The object is to prevent the balls from touching the ground on your side of the net. Balls must be tossed or batted over the net and cannot be held over three seconds. Only one player on each team can handle the ball each time it comes over the net.

Players may take only one step in returning the ball, which must go over the net without touching it. Each violation counts one point for the opponents, and the ball is thrown to the nearest referee who gives it to the other team to be put in play again. Two to four referees are necessary to keep score.

## TENNIS SERVICE FOR ACCURACY (Any level interested in tennis)

**PLAYING FIELD:** Tennis court.

**EQUIPMENT:** Tennis net, balls and racquet, and a long rope.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** The rope is stretched across the court about 3′ above the net, or a height corresponding to the player's ability. All balls must be served between this rope and the net. Players stand on back service line, and the leader calls a spot or area in the opposite court. The player will then lay a shot in that spot if he can. Points can be given for successful shots, and a given number of serves agreed upon at the start, thus declaring a "winner" at the end of practice.

## TABLE TENNIS (U. G., J. H., S. H.)

**PLAYING FIELD:** Table nine feet long and five feet wide, divided into four courts by a line croswise through the center and a line lengthwise through the center.

**EQUIPMENT:** Standard net, paddles and balls.

**NUMBER OF PLAYERS:** Two for singles, four for doubles.

**RULES OF THE GAME:** The object of the game is to hit the ball across the net and onto the table in such a way that your opponent cannot return it. On the service the ball must hit the server's side of the court before it lands in the other side. No returns can be made until the ball has touched the table and bounced once only.

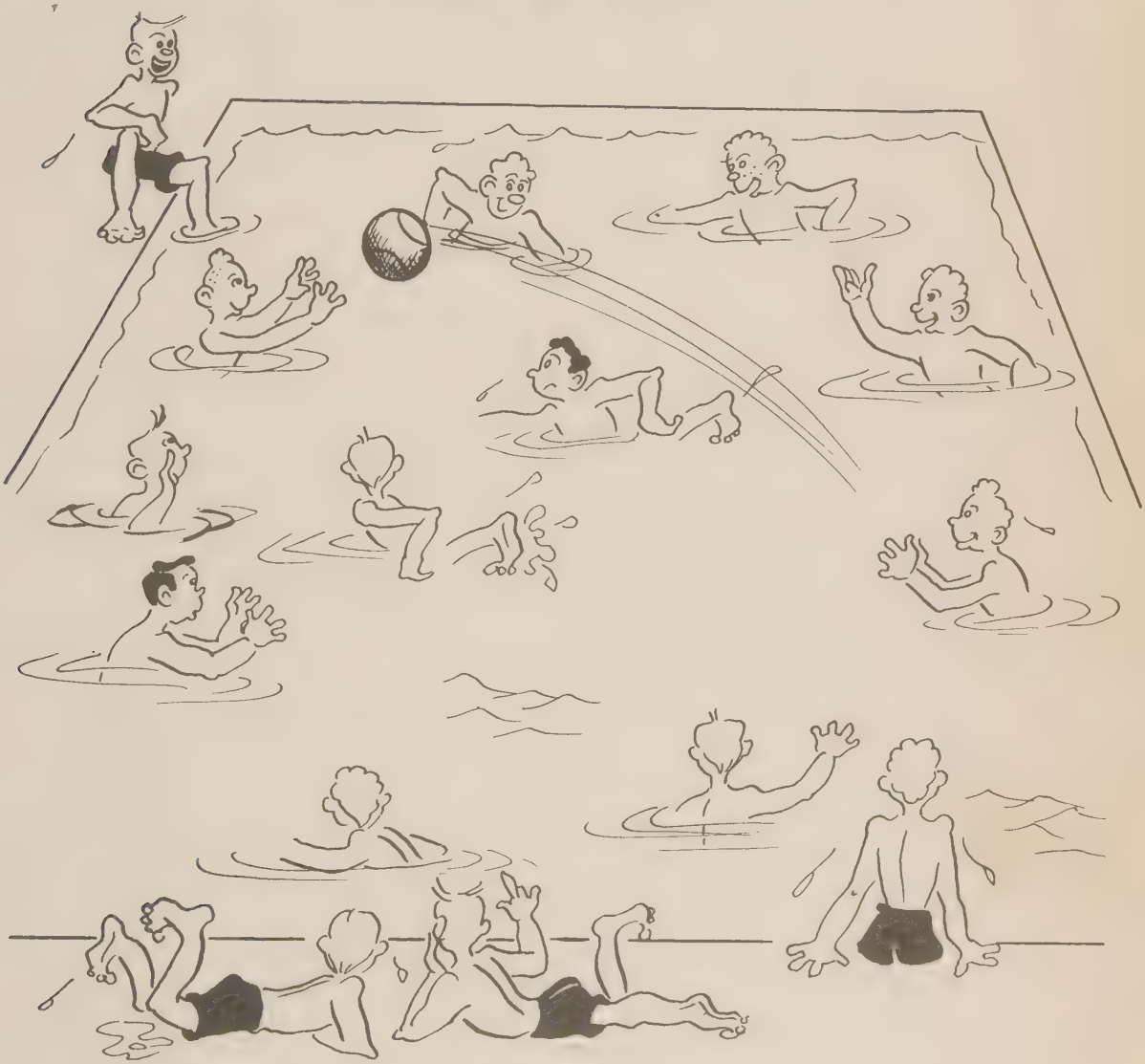
A miss, a double bounce, a drive into the net or off the table are all faults, scoring one point for the opponents. Each player serves for 5 points and both players have the opportunity to score on each point. For example, service would change at 5-0, 4-1, 3-2, or 2-3, etc. Server's score is always stated first. It is customary for the server to call the score after each point to be sure that it is understood. The ball must not be in the server's hand when it is served. A ball touching the net and going over on the serve must be served over again. Two such balls are a point against the server. During play such a net ball is a legal ball.

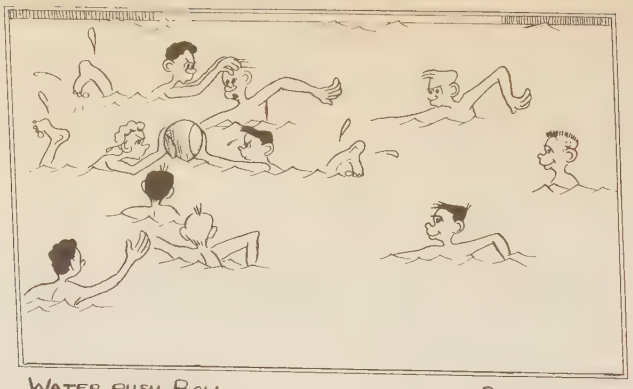
Doubles play calls for alternate shots by each player on a side. The server serves to the opposite court. The return can be to any court, but must be played by the server's partner. His return must in turn be played by the partner of the original returner. Each server seves 5 points, the server and his partner alternating courts for each serve, while their opponents retain their original positions until they get the serve. After every 5 points the other side gets the serve.

If a game, either singles or doubles, goes to 20 all, the serve changes sides on each point. One side must get 2 points in the lead to win. 20 all is called deuce; the next point is "ad", and the next is either game or deuce again.

# WATER

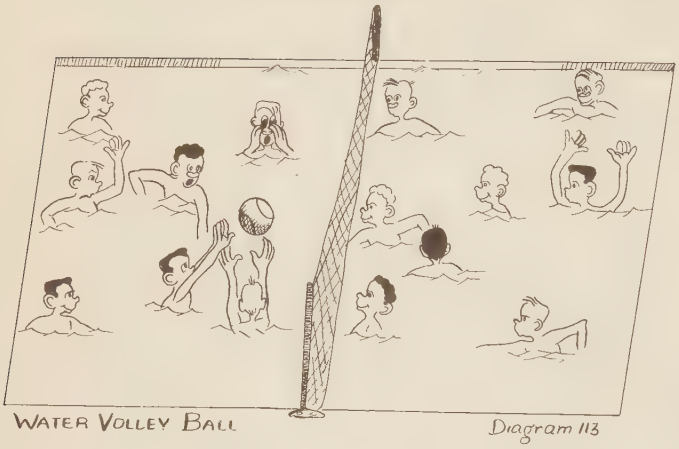
## GAMES





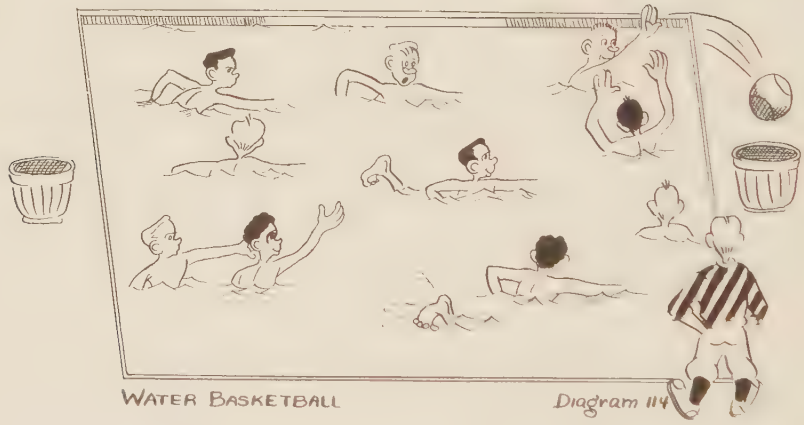
WATER PUSH BALL

Diagram 112



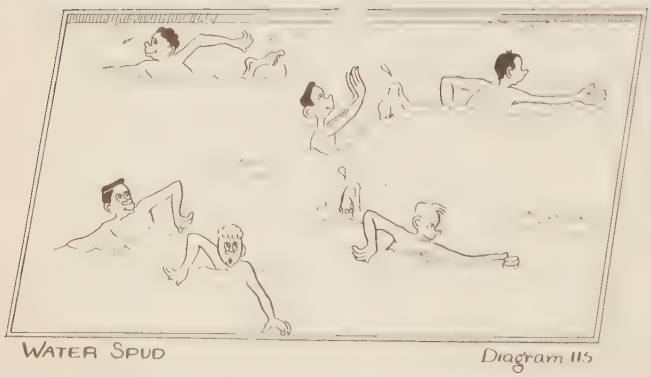
WATER VOLLEY BALL

Diagram 113



WATER BASKETBALL

Diagram 114



WATER SPUD

Diagram 115

## WATER PUSH BALL (U. G., J. H., S. H.) *Diagram 112*

**PLAYING FIELD:** About 50x80 feet.

**EQUIPMENT:** Rubber inflated ball.

**NUMBER OF PLAYERS:** Ten to twenty, divided into two teams.

**RULES OF THE GAME:** The teams line up at opposite ends of the area. At the signal the referee throws the ball into the middle. Each team tries to get the ball to the other's goal by pushing, batting, throwing, or swimming with it. There are no fouls in this game. Unnecessary roughness disqualifies a player completely, and he will leave the water. Each goal counts 2 points.

The game should be played in 4 or 5 minute quarters with a 2 minute quarter rest, and a 10 minute halftime rest. Only part of each team should be in the water at one time. A few should remain by the goal so that a tired person can swim to his goal and get a substitute. Goals should be changed each quarter.

## WATER VOLLEY BALL (U. G., J. H., S. H.) *Diagram 113*

**PLAYING FIELD:** Either full pool, or area roped off on beach.

**EQUIPMENT:** Volley ball and net.

**NUMBER OF PLAYERS:** Five to ten per team.

**RULES OF THE GAME:** The rules are the same as for regular volley ball. Care should be taken in arranging the court and the teams so that one team or person is not penalized by having him in too deep water. Water coming between hips and chest is recommended. If players are very good swimmers, deep water may be used where they all have to swim.

## WATER BASKETBALL (U. G., J. H., S. H.) *Diagram 114*

**PLAYING FIELD:** Beach or pool, about 40x60 feet.

**EQUIPMENT:** 2 bushel baskets; rubber inflated ball; two small anchored floats at each end of the court for the baskets.

**NUMBER OF PLAYERS:** Five to ten per team.

**RULES OF THE GAME:** Rules are the same as for basketball, except on personal fouls which automatically award one point to the other team plus the ball out-of-bounds.

Dribbling will be done with the head. Once the player stops swimming and takes the ball in his hands he may not dribble again with it . . . he must either pass or shoot. But if he stops without touching the ball with his hands, he may start to dribble it again. Scoring is the same as in basketball.

## WATER SPUD (L. G., U. G, J. H.) *Diagram 115*

**PLAYING FIELD:** Pool or beach.

**EQUIPMENT:** Rubber inflated ball.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** The game is identical to regular SPUD. It should be played in water shallow enough at one end so that the poorer swimmers can have a place to go. Players are not allowed to duck under water.

## WATER BASEBALL (Any good swimmers) *Diagram 116*

**PLAYING FIELD:** Beach or large pool.

**EQUIPMENT:** Inflated rubberball; 4 bases of wood or life preservers.

**NUMBER OF PLAYERS:** Five to twelve per team.

**RULES OF THE GAME:** Put home plate at the shallow end, hip deep. The outfield should be swimming. Bases adjusted to ability. The batter stands at home plate and tosses the ball in the air, striking it with his hand. He then tries to make as many bases as he can without being touched or soaked out. He is permitted to swim under water to avoid being hit. (If the game is being played in shallow water, player may walk). He is not permitted to leave his base while the ball is in the hands of his teammate at home base. After the ball has been hit, he is allowed to advance, but as soon as he leaves his base, he can be soaked or touched out.

The batter is out if he misses the ball trying to strike at it, or if he hits two foul balls. When a base-swimmer leaves his base as the ball is being relayed to the home plate for his team to bat, or while it is in the passession of his team, he is out. Otherwise all baseball rules apply. (Soakout means being hit by a thrown ball).

## WATER DODGE BALL (U. G., J. H., S. H.) *Diagram 117*

**PLAYING FIELD:** 40 feet by 40 feet.

**EQUIPMENT:** Inflated rubber ball.

**NUMBER OF PLAYERS:** Any number, divided into equal terms.

**RULES OF THE GAME:** One team is in a circle; the other is inside the circle. Players on the outside attempt to hit the ones inside. When a player is hit, he leaves the circle. Two balls may be used. When all are out of the circle, the ones who threw become the team in the circle.

## STILL WATER (Any group) *Diagram 118*

**PLAYING FIELD:** Pool or beach.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** The object is to swim a given distance and back again. One player, who is "It", call at intervals, "Still water!" All swimmers must remain motionless while "It" counts to ten, and then proceed. Anyone who moves must come back and start over again. The first one back is the winner.

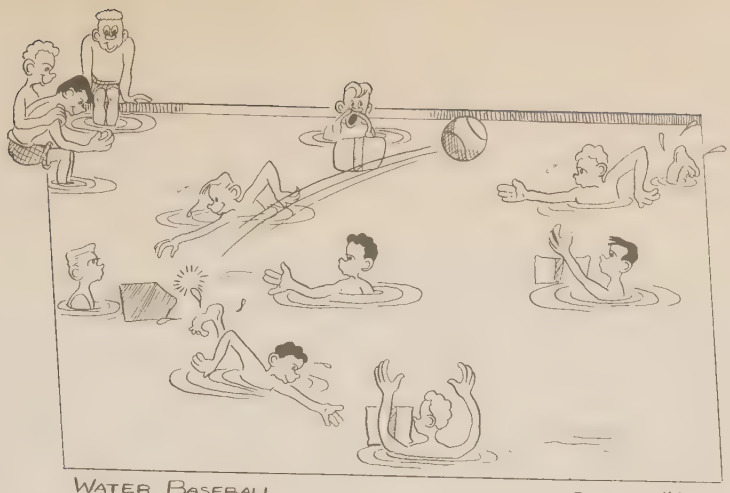
## WATER LEAP FROG (Any group) *Diagram 119*

**PLAYING FIELD:** Pool or beach.

**EQUIPMENT:** None.

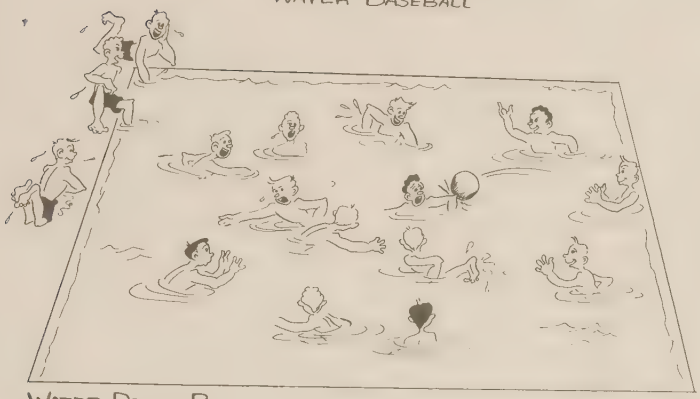
**NUMBER OF PLAYERS:** Any number, divided into equal teams.

**RULES OF THE GAME:** Line players up in water to a depth that is suited to their ability. Each must go in turn over the shoulders of those in front of him as in ordinary leap frog. For good swimmers the game should be played in deep water.



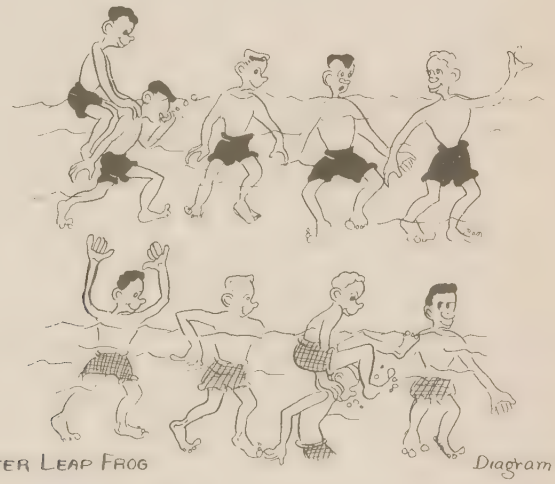
WATER BASEBALL

Diagram 116



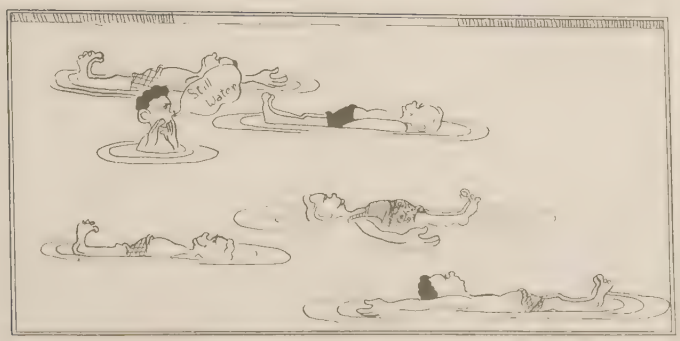
WATER DODGE BALL

Diagram 117



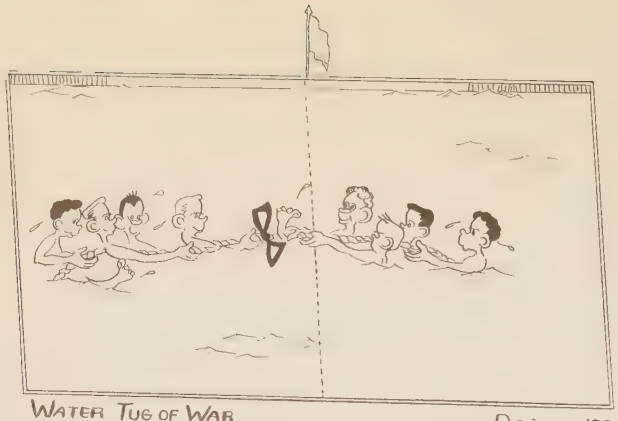
WATER LEAP FROG

Diagram 119




Still Water

Diagram 118



WATER TUG OF WAR

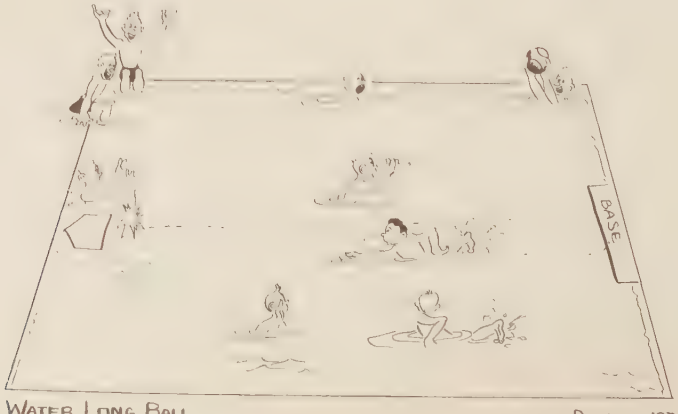
Diagram 120

PING-PONG BALL RETRIEVE

Diagram 121

PING-PONG RELAY

Diagram 122




WATER LONG BALL

Diagram 123

## WATER TUG OF WAR (J. H., S. H.) *Diagram 120*

**PLAYING FIELD:** Beach or pool.

**EQUIPMENT:** Rope with a colored cloth tied to the center.

**NUMBER OF PLAYERS:** Ten to twenty.

**RULES OF THE GAME:** The teams should be in water about waist deep or deeper, depending on the ability of the players. The colored cloth should be right on the center line, and the first contestant on each side should be about 4 feet away from the line. The first team to pull the first man of the other side across the line is the winner.

## PING PONG RETRIEVE (U. G., J. H., S. H.) *Diagram 121*

**PLAYING FIELD:** Pool or beach.

**EQUIPMENT:** Several dozen ping pong balls.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** The ping pong balls are thrown into the center of the playing area. Each player has a circle in front of him. He must dive at a signal and retrieve as many balls as he can, bringing them back to his circle. The one who collects the most balls in his circle is the winner.

A variation of this game makes a relay out of it. Teams line up in file. Each player in turn dives in and returns with one ball. The team collecting the most balls by the time they are all up is the winner.

## PING PONG RELAY (Any swimmers) *Diagram 122*

**PLAYING FIELD:** Swimming pool or course on beach.

**EQUIPMENT:** Ping pong balls.

**NUMBER OF PLAYERS:** Any number, divided into equal teams.

**RULES OF THE GAME:** The first man on each team swims and blows the ping pong ball along in front of him over a given course and back to the starting line. Players may not touch the ball with their bodies. The ball must cross the starting line before the second player can begin. The first team to complete their roster without touching the ball is the winner.

## WATER LONG BASE (L. G., U. G., J. H., S. H.) *Diagram 123*

**PLAYING FIELD:** Pool or beach.

**EQUIPMENT:** Inflated rubber ball.

**NUMBER OF PLAYERS:** Ten to twenty.

**RULES OF THE GAME:** Long Base Soccer rules are used, with the following exceptions: The batter stands at home plate, throws the ball into the playing area, jumps or dives into the water, and swims or wades to long base. If a ball he throws while at bat is caught by a fielder before it touches the water he is out. Fielders may advance the ball by swimming or wading with it, or by passing it to a teammate.

## WATER WALKING RACE (L. G., U. G., J. H.)

**PLAYING FIELD:** Pool or beach.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** Shallow water is suitable for small tots, water should be waist deep for older students. On a given signal players leave the starting line and walk to the other side of the pool or to the finish line—players must maintain their balance. The player who reaches the finish line first, wins.

## UNDER WATER RACE (Any swimmers)

**PLAYING FIELD:** Swimming pool.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** Swimmers stand on a starting raft, dive into the water and swim to a finish line. Swimmers swim under water, using the breast stroke.

Variation: Swimmers swim under water to the finish line, turn and swim back to the starting line. The swimmer reaching the starting line first wins.

## WATER HUNTING RACE (Any swimmers)

**PLAYING FIELD:** Swimming pool.

**EQUIPMENT:** A number of shiny articles which will sink in the water.

**NUMBER OF PLAYERS:** Any number, divided into two equal teams.

**RULES OF THE GAME:** At a given signal, a player from each team dives into the water and searches for articles. The player who finds the greatest number of articles in a given time (one minute) scores a point for his team. When each player has had an opportunity to dive for objects, the team scoring the greatest number of points is declared winner.

## TANDEM CRAWL RACE (Any swimmers)

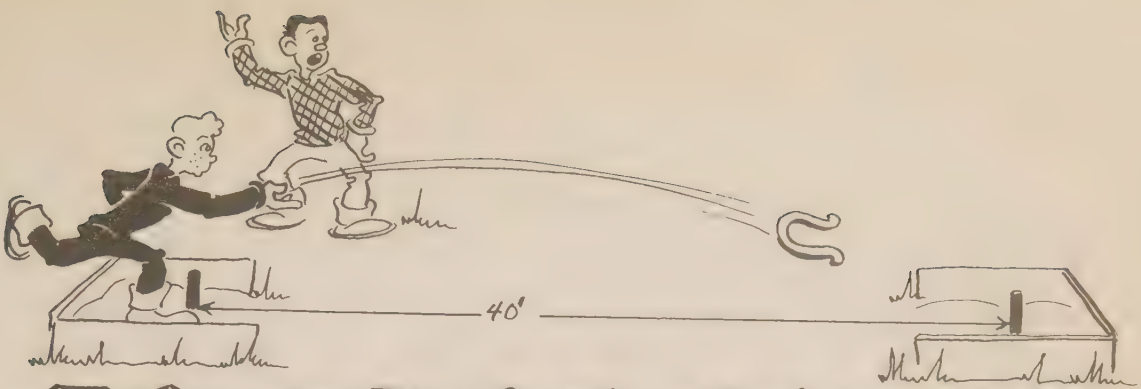
**PLAYING FIELD:** Swimming pool.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any even number.

**RULES OF THE GAME:** Swimmers start from a given water starting line. Partners swim together, the front swimmer hooks his feet under the arms and around the small part of the second swimmer's back. Both swimmers use the overarm crawl stroke and swim together to a finish line. The couple reaching the finish line first, wins.

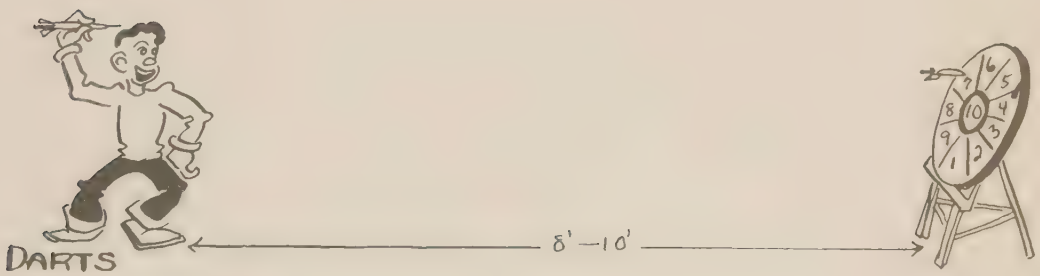
Variation: Swimmers may join together and use the back stroke.

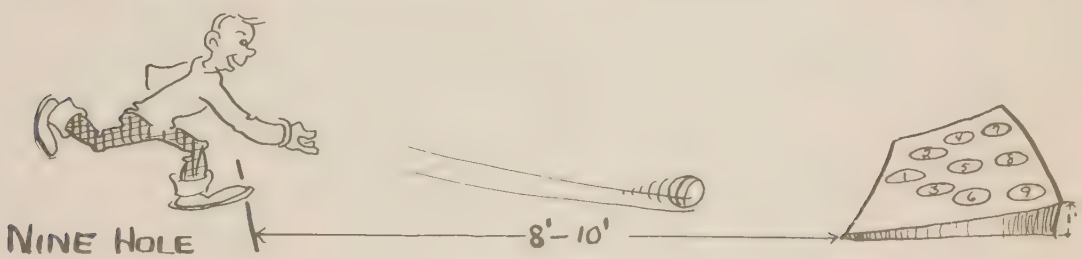



# PLAYGROUND

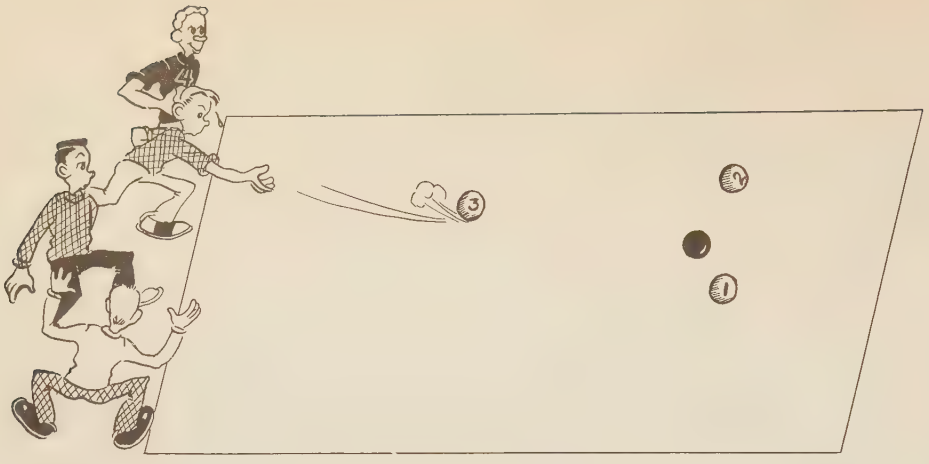
## GAMES

### WITH SPECIAL EQUIPMENT



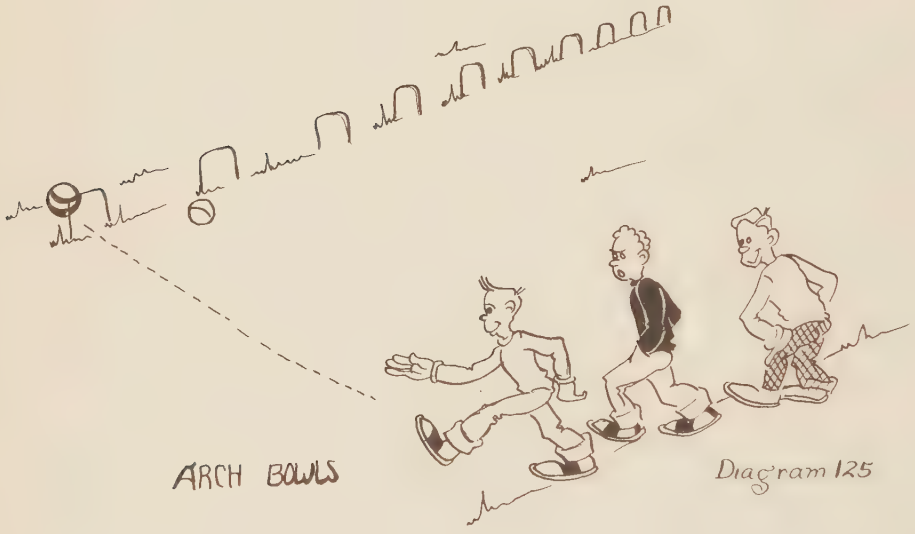



SHUFFLEBOARD



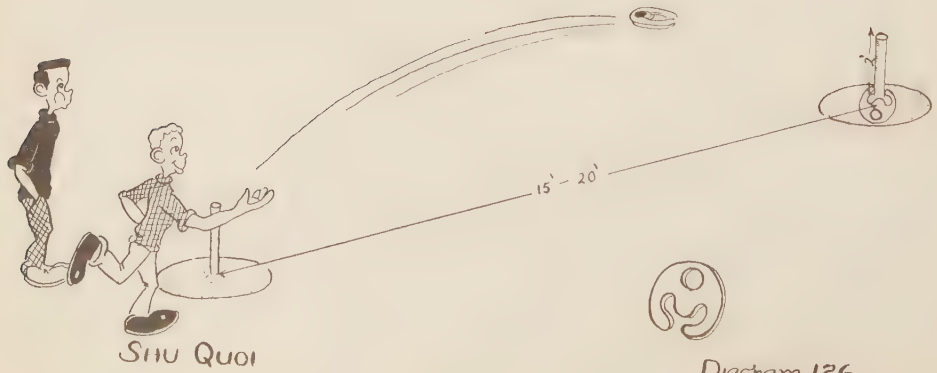

BOWL SPOT BALL

Diagram 124



ARCH BOWLS

Diagram 125




SHU QUOI

Diagram 126

## BOWL SPOT BALL (L. G., U. G., J. H.) *Diagram 124*

**PLAYING FIELD:** Any level area large enough to roll a ball on.

**EQUIPMENT:** A ball for each player, and a spot ball painted white. (Any balls will do; croquet balls are ideal).

**NUMBER OF PLAYERS:** Any number; but four is preferable.

**RULES OF THE GAME:** The object of the game is to roll your ball as near the spot ball as possible without touching it. Lots are drawn to see who rolls the spot ball. The winner then rolls his own ball, and each player rolls in turn after him. Scoring is according to the number of players.,If there are 4 players, the nearest ball scores 4 points, the next one 3, etc. If the spot ball is hit, no score counts, and the ball is replaced. If there is a tie, the two scores are averaged and each takes that score. One complete turn is a "frame", and the winner rolls spot ball for the next "frame".

## ARCH BOWLS (U. G., J. H., S. H.) *Diagram 125*

**PLAYING FIELD:** About 15 feet square.

**EQUIPMENT:** Croquet balls and wickets.

**NUMBER OF PLAYERS:** Two to six.

**RULES OF THE GAME:** Set up 10 croquet arches side by side, just far enough apart to allow the ball to pass through. Mark a bowling line 10-15 feet from the arches. Each player bowls one ball attempting to put it through each arch in sucession. The first arch must be made before the second, etc. A player plays until he misses. The first player through the 10 arches wins the game.

## SHU QUOI (U. G., J. H., S. H.) *Diagram 126*

**PLAYING FIELD:** Twenty-four feet square.

**EQUIPMENT:** Shu Quoits and stakes.

**NUMBER OF PLAYERS:** Two or four.

**RULES OF THE GAME:** The game is a combination of horseshoe and quoits with an added scoring point. The point is made possible by the newly invented quoit which combines the horseshoe and the quoit. These are made of rubber and weigh about one pound. The object of the game is to acquire, through pitching the quoits at the stakes, the greatest number of points by making Tall ringers (5 points), Half ringers (3 points), or landing the quoit nearer the stake than your opponent (1 point). Rules accompany the game.

## LOOP TENNIS (U. G., J. H, S. H.) *Diagram 127*

**PLAYING FIELD:** Small area (See diagram).

**EQUIPMENT:** One pole made of 2 inch pipe, 10 feet high, set in 2 feet of concrete. One Voit dog ball with a 2″ leather thong threaded through it, and a disk 1″ in diameter placed on the under side of the play ball and a knot tied up tight against the disk. A piece of heavy twine tied to the leather thong and attached to the top of the pole so that the ball is about three feet from the ground. Two loops, 4 feet from the pole and opposite each other. Two paddles.

**NUMBER OF PLAYERS:** Two.

**RULES OF THE GAME:** One player starts the game by hitting the ball in either direction. His opponent must try to hit the ball so the ball will go into either of the loops. If he misses the loop, the other player strikes the ball back trying to get the ball through a loop. This continues until a loop is scored.

Each loop scored counts one point. The player who scores, serves. Game is 15 points. A point cannot be scored on the serve.

## CLOCK GOLF (U. G., J. H., S. H.) *Diagram 128*

**PLAYING FIELD:** A circle 20-30 feet in diameter on level ground.

**EQUIPMENT:** Golf ball or small rubber ball; putter; 12 flags on 12″ rods; tin cans to be used for holes.

**NUMBER OF PLAYERS:** One to six.

**RULES OF THE GAME:** Cans are placed around the circle in the position of hours on the clock. The flags are markers in the cans. Each player starts at 1 and goes around the clock, keeping count of the total number of putts required to sink the ball in each hole. The ball is put in play for the next hole from within a foot of the last hole made. The winner is the player with the least number of strokes for the circle.

## BULL BOARD (Any group) *Diagram 129*

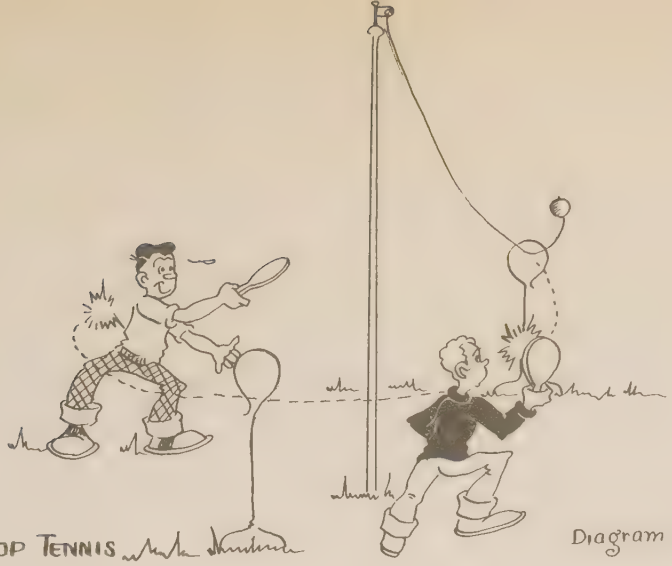
**PLAYING FIELD:** Bull board and line drawn 10′ from it.

**EQUIPMENT:** Bull board and pucks.

**NUMBER OF PLAYERS:** Two to six or more, depending on players' patience.

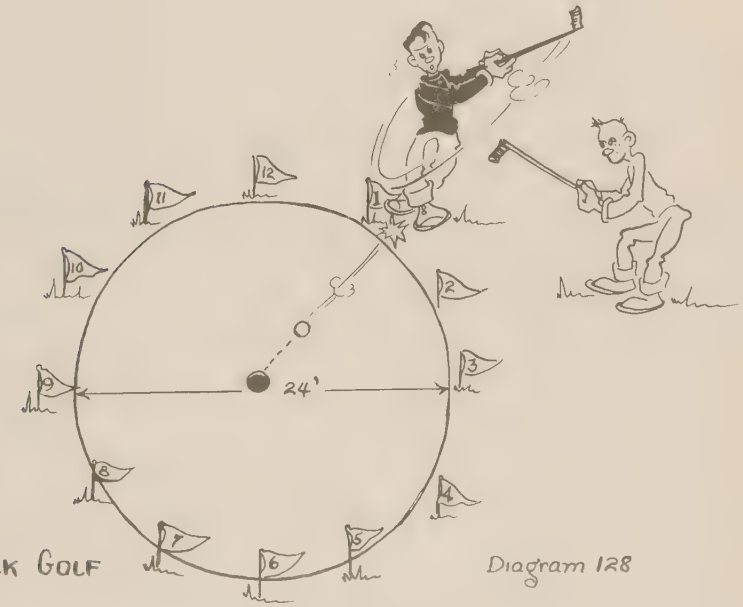
**RULES OF THE GAME:** Players stand behind the 10′ foul line and toss their pucks at the board. Score is kept, and the highest score wins the game. If a player steps over the foul line, his toss does not count.

A Bull Board is constructed in a similar manner to a Washer Bull Board, except that the spaces should be large enough to allow for the size of the pucks. A penalty spot may be added if so desired.



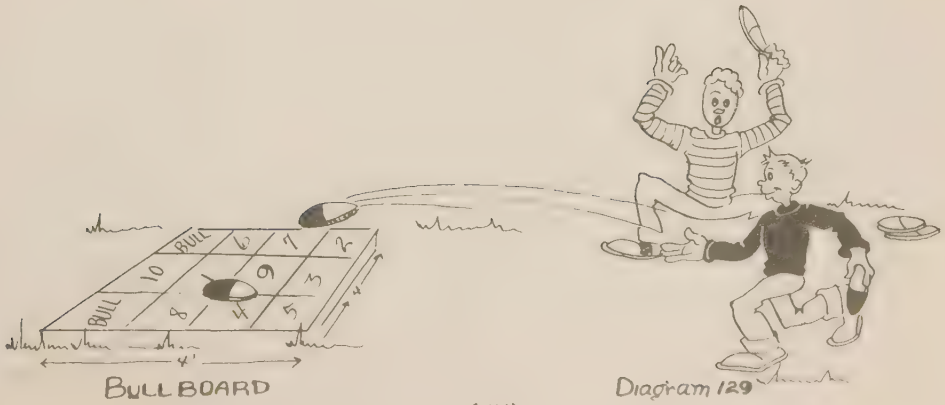
LOOP TENNIS

Diagram 127



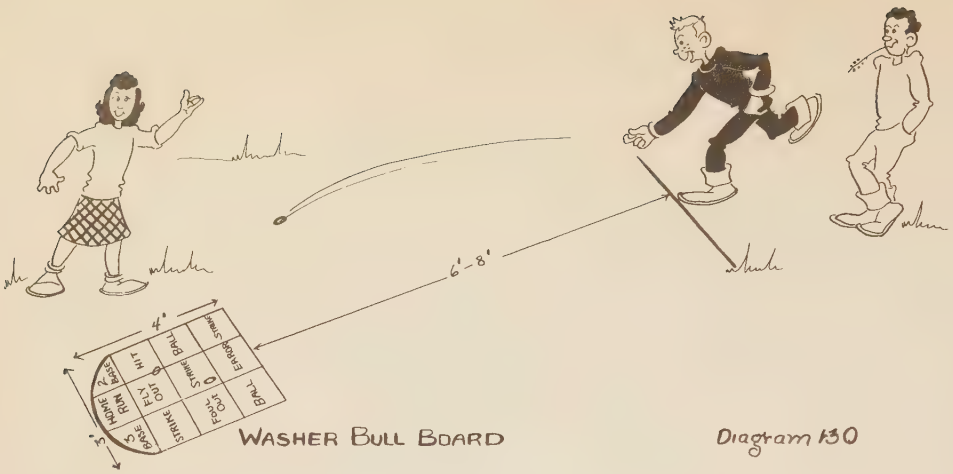

CLOCK GOLF

Diagram 128



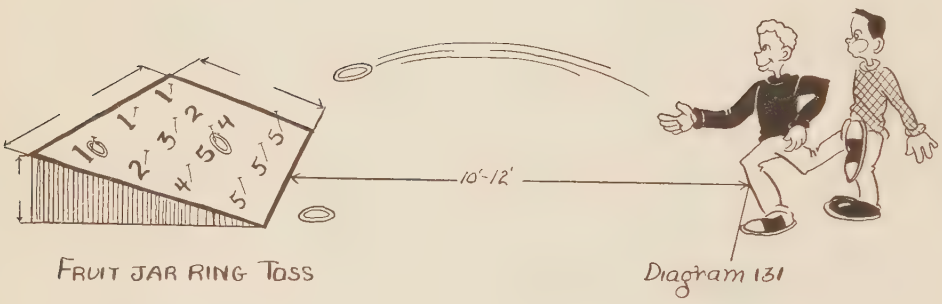

BULL BOARD

Diagram 129



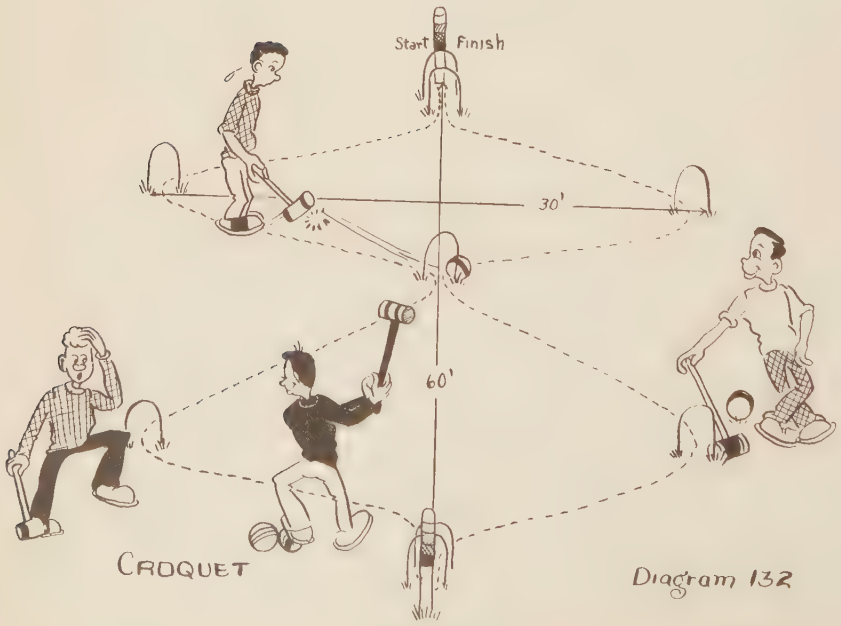

WASHER BULL BOARD

Diagram 130




FRUIT JAR RING TOSS

Diagram 131




CROQUET

Diagram 132

## WASHER BULL BOARD (U. G., J. H., S. H.) *Diagram 130*

**PLAYING FIELD:** Ten to twelve feet square.

**EQUIPMENT:** Chalked or painted diagram (See diagram). Two dozen washers, 3 or 4 inches in diameter.

**NUMBER OF PLAYERS:** Four to twenty, divided into two equal teams.

**RULES OF THE GAME:** One team is at bat; the other is in the field to return the washers. Batters throw or slide their washers at the diagram and take whatever their washers land on—strikes, balls, hits, etc. Regular baseball rules are followed. Three outs retires a side, 7-9 innings is a game, etc.

## FRUIT JAR RING TOSS (L. G., U. G., J. H., S. H.) *Diagram 131*

**PLAYING FIELD:** Twenty feet square.

**EQUIPMENT:** Board 24x18 inches with nails or screws extending about 2½" out. Each peg is numbered.

**NUMBER OF PLAYERS:** Two or four.

**RULES OF THE GAME:** Board is placed at a slight angle against a wall, and a foul line is drawn 8-12 feet away. Players toss fruit jar rings at the pegs to score. Each player has three rings at a time. First player to reach 21 is the winner. A variation is to make a contestant scoring over 21 start over again.

## CROQUET (L. G., U. G., J. H., S. H.) *Diagram 132*

**PLAYING FIELD:** Lawn or field 30x60 feet.

**EQUIPMENT:** Croquet wickets, stakes, mallets and balls.

**NUMBER OF PLAYERS:** As many as there are different colored balls.

**RULES OF THE GAME:** The object of the game is to drive the ball by hitting it with a mallet, causing it to roll through a series of arches (wickets) over a specified course. (See diagram). The player who first successfully completes the course is the winner.

A conventional way of determining the order of play is to have each player drive his ball toward a given line. The player with the ball nearest the line leads off, and the others follow in order of their distance from the line. The player begins at the starting post and goes through the first wicket. If a player drives his ball through a wicket, he is entitled to another shot. If he drives through both the first wickets, he is entitled to two additional shots, but if, thereafter, he makes two wickets, he is entitled to only one shot plus advancing his ball any direction the length of his mallet. When he fails to make a wicket, the next man plays. A circuit of the course consists of making each wicket in turn, hitting the end post, and back through the wickets to the starting post.

The ball must be hit with the full face of the mallet, and any stroke that touches the ball—no matter how lightly—counts. A ball has not passed the arch if the handle of the mallet touches the ball when laid across the arch on the side from which the ball came. If a ball is driven out of bounds, it must be put on the boundary line where it went off. If a player plays out of turn, he loses his turn, and if he plays the wrong ball, he must return the ball and lose his turn.

## CROQUET (Continued)

Some technical terms are necessary to understand the remaining rules. Croquet terms are:

Roquet: The ball driven by a mallet and coming in contact with another ball.

Croquet: A ball having roqueted another ball is placed in contact with the latter; the player sets foot upon his own ball and, with a blow of the mallet, drives the roqueted ball in any desired direction.

Roquet-Croquet: Same as croquet, except the ball is not held under foot.

Richochet: A ball making roquet on two or more balls from the same blow of the mallet.

Rover: A ball that has been through all of the arches, but has not hit the starting stake. Such a ball may rove the field, helping his partner by driving back opponents' balls.

Booby: A ball that fails to pass through the first arch.

If a ball roquet another, and with the same stroke make its arch, the player may croquet the roqueted ball; or he may refuse to do so and again roquet it before making the croquet; or he may proceed to make another arch.

No player can croquet the same ball twice in the same turn without first passing through an arch or hitting the turning stake.

No ball can croquet or be croqueted until it passes through the first arch.

A ball having roqueted another may either croquet, or roquet-croquet, or continue its own course.

If a roqueting and croqueting ball both pass through an arch with the same stroke, only one extra stroke is allowed.

If a striking ball touches one or more balls, it may croquet as many balls as it strikes; but the player has only one additional stroke after he has croqueted the lot, and not one for each ball he has struck.

## SHUFFLEBOARD (U. G., J. H., S. H.)

**PLAYING FIELD:** Distance from point to point is 15 feet. Both ends of the court are alike.

**EQUIPMENT:** Eight circular disks (pucks), 6″ in diameter; pushers 5′ long with curved head to fit the puck; the pusher not to exceed 6′ overall.

**NUMBER OF PLAYERS:** Two teams; four using blue pucks and four using red pucks.

**RULES OF THE GAME:** The object of the game is to shove the disks with the cue sticks so that they come to rest in the scoring areas. A disk scores in the area in which it rests after all eight disks have been played. Disks resting on a division line do not score. Disks that stop nearer the players end than the far end are dead and must be removed at once. A disk shot out of the court is likewise dead.

Each team takes one side of the court and they alternate shots. The players place their disks in their half of the 10-off space and play from this area. Penalty for shooting from out of the area is deduction of 5 points from the score. Game is 50 points, or the highest score over 50. In case of tie, 16 additional disks are shot by each side. Two or four players may play singles or doubles.

## HORSESHOES (U. G., J. H., S. H.)

**PLAYING FIELD:** Distance between stakes is 40 feet. Stakes are enclosed in a wooden frame six feet square that extends not more than one foot above the surface of the ground. At least 18 inches around the stake should be filled to a depth of six inches with potter's clay. (For young people the stakes may be 30 feet apart).

**EQUIPMENT:** Two iron stakes, one inch in diameter and extending eight inches above the ground; four horseshoes not to exceed 7¼" in length, 7" in width, and 2¼ pounds in weight, and having toe and heel caulks extending not more than ¾". The openings between the caulks must not exceed 3¼", inside measurement.

**NUMBER OF PLAYERS:** Two or four.

**RULES OF THE GAME:** The object of the game is to pitch the shoes from one box to the other, attempting to encircle the peg with the shoe. Players toss once for first throw; the winner of each game leads off the next game. During the game the player scoring last leads.

Players pitch both shoes, one after another, from the pitching box. A contestant is not permitted walking across the opponent's pitching box to examine the shoes before he pitches. When a player has the first pitch, he must, after delivering both shoes, stand back of a line even with the stake and out of the pitcher's box, or forfeit the value of the shoe pitched. The front of the pitcher's box—3 feet in front of the peg—is the foul line, and any player stepping over this line in delivering his shoe loses the value of his pitch. In doubles, each player pitches from the same peg all through the game.

Any shoe to be scored as a ringer must encircle the stake far enough to permit a straight edge to touch both heel caulks and clear the stake. All measurements should be made by use of calipers and a straight edge. If a thrown shoe moves another shoe, both shoes are measured from their new position. The closest shoe to the stake scores one point, but a shoe must be within the width of the open end of the shoe to score. If both shoes are closer than the opponent's, they score two points. A ringer scores three points. A ringer and a closest shoe scores four points. A double ringer scores six points. If each contestant has a double ringer, both ringers are cancelled and no points scored. If each contestant has a ringer, the next closest shoe scores, and all such ringers are credited as ringers pitched, but not counted as scores. If a contestant has two ringers and his opponent one, the pitcher scoring 2 ringers scores three points. In case of a tie of all four shoes, such as four ringers or all four shoes an equal distance from the stake, no score is recorded, and the contestant who pitched last is awarded the lead.

A shoe leaning against the stake has no advantage over a shoe lying on the ground and against the stake. All such shoes are ties. If a contestant has a shoe leaning against the stake, it counts only as the closest shoe. (In informal play such shoes are called "leaners" or "hobbers", and sometimes score two two points).

Twenty-one points constitutes a game.

## PLAYGROUND CRICKET (U. G., J. H., S. H.)

**PLAYING FIELD:** A field large enough so that two sets of cross bars can be placed 45 feet apart.

**EQUIPMENT:** Cross bars and blocks for the bars; ball and bats.

**NUMBER OF PLAYERS:** Two teams of eight or more.

**RULES OF THE GAME:** The cross bars are at opposite ends of the diameter of a circle. They rest approximately 6″ off the ground. One team spreads out in the circle. Two batters come up at once, one at either end. Any fielder may pitch to either batter, in reality trying to knock the bars from his blocks. The batter may hit any ball he can reach, and must run on a fair hit. Both batters run at once and must be back in position to ward off the fielder's throw to the bars. The batter is out if he makes three strikes, if the pitch knocks the bar off, or if the fielder's throw while the batters are running knocks the bar off. Either man being out retires both batters, and two new ones take their places. Three outs retires the side. Each time the runners exchange places safely, one point is scored.

## NINE HOLES (L. G., U. G., J. H., S. H.)

**PLAYING FIELD:** Any area that the board will fit in.

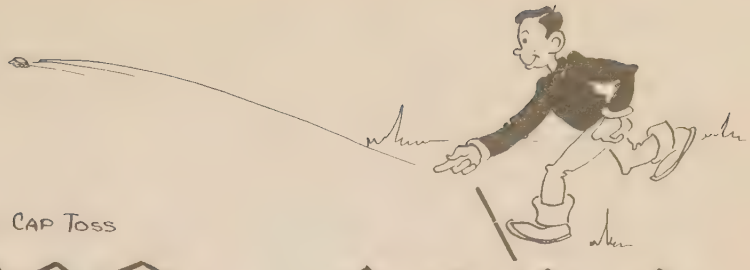
**EQUIPMENT:** * 9 hole board; croquet balls.

**NUMBER OF PLAYERS:** 2 or 4.

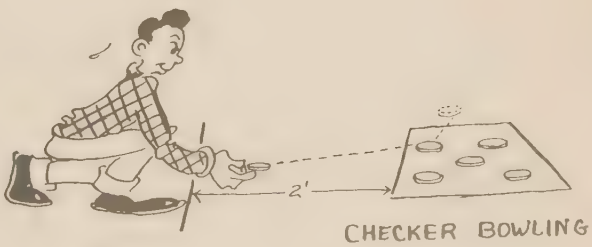
**RULES OF THE GAME:** A foul line is drawn 12-15 feet away from the board. Each player rolls three balls to a frame; 9 frames is a game. If a ball rolls off the board, it is dead and counts nothing. Players alternate throwing and may attempt to dislodge the other's ball. When all balls in a frame have been rolled, the total scores for each player are added up.

*HOW TO MAKE A NINE HOLE BOARD

Use a piece of plywood 30x30″. Saw out 9 holes $2\frac{1}{2}$″ in diameter. Holes may be any shape—three rows of three, or a triangle, or scattered. One extra hole may be left at the front of the board, which will be a penalty hole, losing 5 points for any ball entering it. Three pieces of half inch plywood, 4″ high should be used as rims. The front edge should be beveled or provided with a ramp so the ball will not jump as it rolls on.

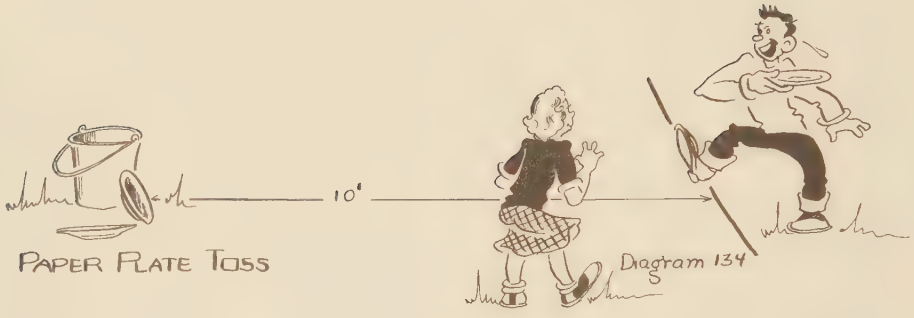


# LIMITED AREA GAMES



MARBLE TOSS

Diagram 133




PAPER PLATE TOSS

Diagram 134

BEAN TRANSFER

Diagram 135

Toothpick or Match Contest

Diagram 136

## GAMES FOR A LIMITED AREA

This section is devoted to quiet games that can be played in a class room or on a warm summer afternoon on a playground. All of the following games may be used as individual games or may be grouped together and used as a progressive type activity. The games can be lined up around the gym, playground, or classroom and a time limit placed on each activity. At a given signal players progress from game to game, keeping account of their own scores.

There is a place for every participant in these activities. Those not desiring to take part in a game may be used as time keepers, scorers, etc. Players may also be divided into two groups; one group can play while the others score. Reverse positions at a given signal.

### MARBLE TOSS (U. G., J. H., S. H.) *Diagram 133*

**PLAYING FIELD:** Playground, gym, or classroom.

**EQUIPMENT:** Marbles and hoops.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** Draw rings on the ground or make wire hoops (barrel hoops). From a distance of 8 to 10 feet toss marbles into a hoop. Count 5 points for each marble that is tossed successfully into a hoop. Hoops may be placed at various distances, scoring 5, 10, or 20 points for each hoop.

Variation: Tin cans may be used in place of hoops.

Variation: Clothes pins may be substituted for marbles.

### PAPER PLATE TOSS (U. G., J. H., S. H.) *Diagram 134*

**PLAYING FIELD:** Playground, gym, or classroom.

**EQUIPMENT:** Basket, pail, or box and paper plates.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** Place a basket at a distance of 10 feet. Toss a paper plate into the container. Score one point for each successful toss.

Variation: Playing cards can be used in place of paper plates.

### BEAN TRANSFER (U. G., J. H., S. H.) *Diagram 135*

**PLAYING FIELD:** Playground, gym, or classroom.

**EQUIPMENT:** Beans, plate, two sticks or knitting needles.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** Lift a bean from one container to another with knitting needle or two sticks. One point is scored for each bean transferred.

### TOOTH PICK OR MATCH CONTEST (U. G., J. H., S. H.) *Diagram 136*

**PLAYING FIELD:** Playground, gym, or classroom.

**EQUIPMENT:** Empty pop bottle or catsup bottle; matches or tooth picks.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** The object of the game is to see how many matches can be piled on top of a bottle in a given time. One point is scored for each match successfully placed on the bottle.

**GOLF PUTTING (J. H., S. H.)** ***Diagram 137***

**PLAYING FIELD:** Playground, gym, or classroom.

**EQUIPMENT:** Two 2½" cans, 5 golf balls, one putter.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** Place cans against wall. Have a foul line 10-12 feet away from the cans. Each sucessful attempt counts five points.

Variation: Make a 5 foot arc. Mark 5 places on the arc, and the player shoots one ball from each spot.

**HEEL THROW (U. G., J. H., S. H.)** ***Diagram 138***

**PLAYING FIELD:** Playground, gym, or classroom.

**EQUIPMENT:** 5 rubber heels and a target.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** A target, 2'x3', is divided into 1' sections. Number the top section 10, middle 5, and bottom 1 (See diagram). From a foul line 12-15 feet from the target, toss heels at the target. Heels cannot touch a line. Score is the number in the square.

**PEANUT TOSS (L. G., U. G., J. H., S. H.)** ***Diagram 139***

**PLAYING FIELD:** Playground, gym, or classroom.

**EQUIPMENT:** Peanuts and a shallow pan.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** Toss peanuts into the pan from a distance of 10-12'. Count one point for each peanut that stays in the pan.

**MUFFIN PAN TOSS (U. G., J. H., S. H.)** ***Diagram 140***

**PLAYING FIELD:** Playground, gym, or classroom.

**EQUIPMENT:** Muffin tin, peanuts or washers.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** Mark the bottom of the muffin tin with numbers between one and ten. From a line, 10-12' from the pan, throw the peanuts into the muffin tin. Total the score.

**CLOTHES PIN DROP (U. G., J. H., S. H.)** ***Diagram 141***

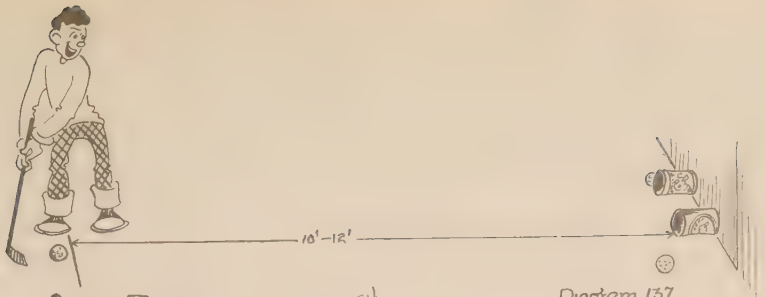
**PLAYING FIELD:** Playground, gym, or classroom.

**EQUIPMENT:** Milk bottle and 5 clothes pins.

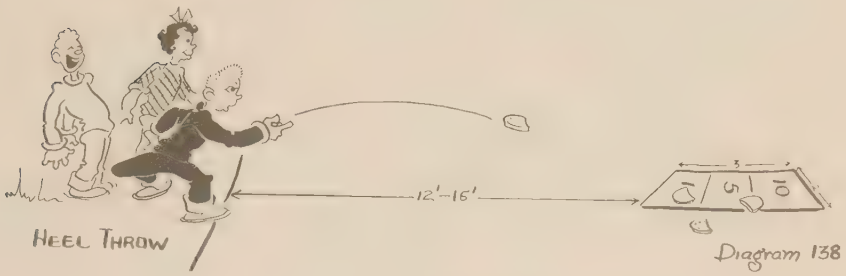
**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** Standing in an upright position, drop clothes pins into the bottle. Each clothes pin counts one point.

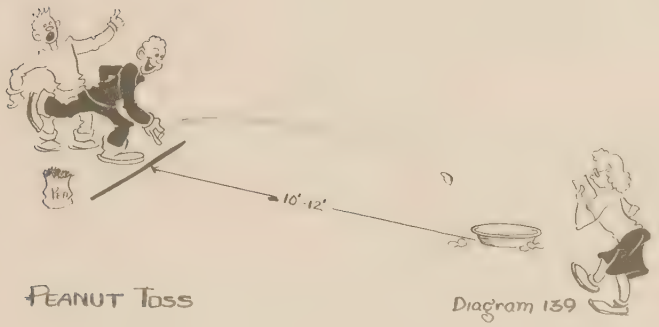
Variation: Use a pint milk bottle, and from an upright position, drop beans into the bottle, one at a time. Each bean successfully dropped into the bottle counts one point.



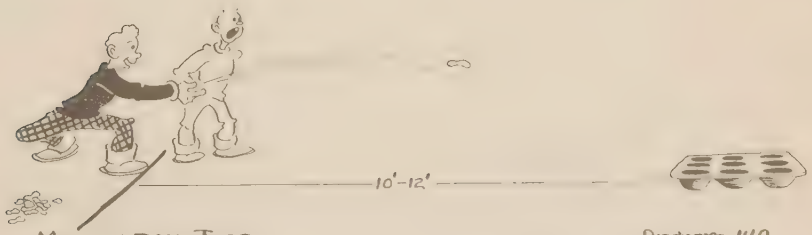

GOLF PUTTING (14) Diagram 137




HEEL THROW Diagram 138

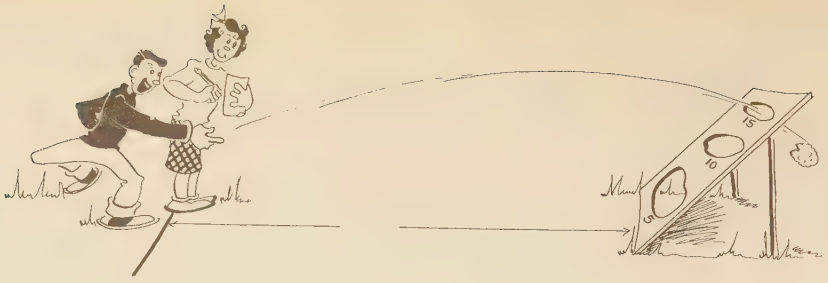



PEANUT TOSS Diagram 139




MUFFIN PAN TOSS Diagram 140

CLOTHES PIN DROP Diagram 141

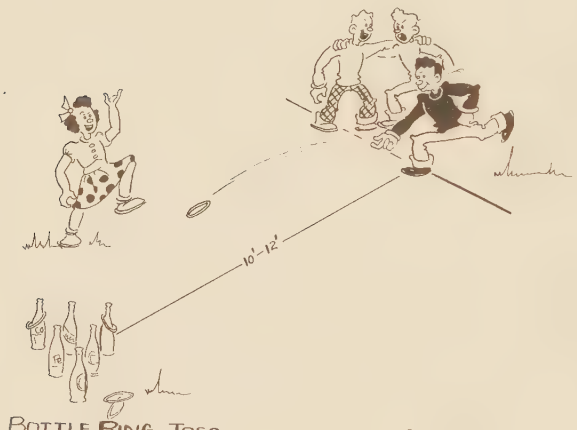



BEAN BAG TOSS

Diagram 142

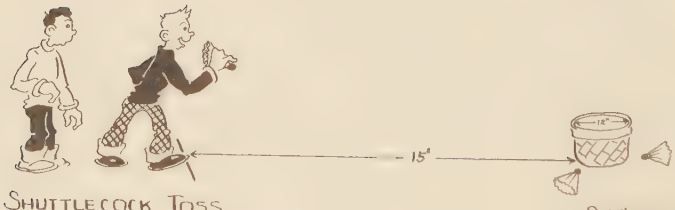
CHAIR RING TOSS

Diagram 143




BOTTLE RING TOSS

Diagram 144




SHUTTLECOCK TOSS

Diagram 145

CHECKER SNAP

Diagram 146

## BEAN BAG TOSS (L. G., U. G., J. H., S. H.) *Diagram 142*

**PLAYING FIELD:** Playground, gym, or classroom.

**EQUIPMENT:** Plywood with three holes, and a bean bag.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** A board with three different size holes is set up, and the object of the game is to toss the bean bag through the holes. Each hole has a different value (5, 10, 15 points). Total the scores after a given time.

## CHAIR RING TOSS (U. G., J. H., S. H.) *Diagram 143*

**PLAYING FIELD:** Playground, gym, or classroom.

**EQUIPMENT:** One chair, jar rubbers or quoits.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** From a distance of 10-12 feet toss jar rubbers at the legs of a chair. 5 points are given for ringing the front legs, 10 points for the back legs, and 25 additional points if they ring all four legs.

## BOTTLE RING TOSS (U. G., J. H., S. H.) *Diagram 144*

**PLAYING FIELD:** Playground, gym, or classroom.

**EQUIPMENT:** Six pop bottles (or bottles of a similar type), jar rubbers or quoits.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** Bottles are set up in a triangular shape (See diagram). From a distance of 10-12 feet toss jar rubbers at the bottles. One point for each ringer.

## SHUTTLECOCK TOSS (U. G., J. H., S. H.) *Diagram 145*

**PLAYING FIELD:** Playground, gym, or classroom.

**EQUIPMENT:** Five shuttlecocks and one basket, 1′ to 18″ across opening.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** Basket is placed at a distance of 15 feet if the opening of the basket is 1′ in diameter, 20 feet if it is 18″. Throw shuttlecocks into the basket. Each successful attempt counts 5 points.

## CHECKER SNAP (U. G., J. H., S. H.) *Diagram 146*

**PLAYING FIELD:** Playground, gym, or classroom.

**EQUIPMENT:** Checkers and a target.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** Draw a target on the table. (See diagram). The bull's eye should be 4″ in diameter and each successive circle 2″ wide. Number the circles 5, 3, 2 and 1. Snap the checkers to the target with the third finger and thumb. Twenty-five points is a game.

## PING PONG BOUNCE (L. G., U. G., J. H., S. H.)

**PLAYING FIELD:** Playground, gym, or classroom.

**EQUIPMENT:** Ping pong balls and a box.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** From a foul line 10-12 feet from the box, bounce the ping pong balls into the box. One point is scored for each successful bounce.

## TIDDLE deWINK TARGET (U. G., J. H., S. H.)

**PLAYING FIELD:** Playground, gym, or classroom.

**EQUIPMENT:** Tiddle de Wink and tumbler.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** Snap Tiddle de Winks into the tumbler. Count 5 points for each successful snap.

## TEASPOON FLIP (J. H., S. H.)

**PLAYING FIELD:** Playground, gym, or classroom.

**EQUIPMENT:** Tumbler and two teaspoons.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** Place two teaspoons beside the tumbler. Overlap the handle end of one spoon with the handle end of the other spoon (1-1½"). Player strikes cup end of the spoon with his fist, turning the spoon into the air and into the glass. Each successful attempt counts 5 points.

## HOW MANY CAN YOU REMEMBER? (L. G., U. G., J. H.)

**PLAYING FIELD:** Large table.

**EQUIPMENT:** A large variety of any sort of objects.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** All objects are displayed on the table. Every one looks at them for 2 or 3 minutes, then a cover is placed over the table. Each person writes down as many objects as he remembers. The one writing the greatest number is the winner.

## KALEIDOSCOPE (L. G., U. G., J. H.)

**PLAYING FIELD:** Room enough for everyone to sit.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Preferably not over 20.

**RULES OF THE GAME:** Six or eight players stand in front of the others and choose a color for each. The seated players either close their eyes or leave the room while the colors rearrange themselves. Then the other players must arrange the colors in the proper order.

## ANIMAL BLIND MAN'S BLUFF (L. G., U. G., J. H.)

**PLAYING FIELD:** Room to form a circle.

**EQUIPMENT:** Cane or stick.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** Players move in a circle around the "blind man", who holds a cane. When he taps the ground three times, all must stop. He then points his cane at someone who must imitate the sound of an animal. If the blind man correctly guesses the name of the animal, the players trade places. Otherwise the game continues with the same blind man.

## GROCERY STORE (L. G., U. G., J. H.)

**PLAYING FIELD:** Space to sit.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Six to eight.

**RULES OF THE GAME:** The first player begins by saying "I went to the grocery store and bought some - - - - - ". The second player repeats the statement and adds another commodity to it. Each succeeding player repeats all that has been said and adds one purchase to the list. When a player fails to repeat the leads in order, he drops out, and the next player attempts it.

Variation: This can be varied by "Packing a suitcase and putting in - - -"; "Cooking a dinner and serving some - - - - - "; "Going on a hike and visiting - - - - - "; etc.

## GEOGRAPHY (L. G., U. G., J. H.)

**PLAYING FIELD:** Space to sit.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** A player starts the game by naming a geographical location. The player next in line must then name a place that begins with the last letter of the previously named word. The places named by different players do not have to be of one type, but may be cities, rivers, lakes, countries, etc., just as long as they are on the map. For instance; the first player might say, "Europe"; the second, "England"; the third, "Danube", etc. A player who is unable to name a place within a specified time is eliminated until a new game begins. The player who stays in longest wins.

## JERUSALEM AND JERICHO (L. G., U. G., J. H., S. H.)

**PLAYING FIELD:** Playground, gym, or classroom.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number, divided into two equal teams.

**RULES OF THE GAME:** Divide the players into two equal lines. Lines face each other. The leader stands at one end and calls either Jerusalem or Jericho. If he says, "Jerusalem", all hands go over their heads; if they are already up they come down to their side. If the leader says, "Jericho", the hands must stay still. The leader may try to confuse the group by drawing the first syllabel out, i.e., "Je-e-r-r-rusalem" or "Je-e-r-r-richo.

## JERUSALEM AND JERICHO (Continued)

Anyone not moving hands promptly when the leader calls out Jerusalem or Jericho, or anyone moving his hands when he should not, will step out of his line. The line having the most people left in it at a given time wins the contest.

## BOILER BUSTS (L. G., U. G.)

**PLAYING FIELD:** Any space large enough to seat all.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** Players sit in one line, Indian fashion. "It" stands in front and tells a story. When he gets to a climax, he says, "And the Boiler Busted!" All players must then stand up without the use of their hands, and move over one space and again sit. "It" may go into any space in the line that the player has been too slow to take. The one left without a place to sit is "It". The end man at the left goes back to the head of the line before each game starts, to keep the game within a given area.

## CHARLEY OVER THE WATER (L. G., U. G.)

**PLAYING FIELD:** Slightly larger than the circle formed.

**EQUIPMENT:** None.

**NUMBER OF PLAYERS:** About 10 to a circle.

**RULES OF THE GAME:** One player is "It". The circle forms around him with hands joined. They skip around the circle singing, "Charley over the water, Charley over the sea, Charley catch a blackbird, he can't catch me!"

As the last word is sung, the players stop, drop hands, and attempt to touch the floor before being tagged by "It". If anyone is tagged, he will exchange places with "It".

## BLUE OX (J. H., S. H.)

**PLAYING FIELD:** Table.

**EQUIPMENT:** Paper, pencils, cube of sugar (or cube of wood) with the following letters on it: H stands for head; B, body; L, legs (four); S, smoke from nostrils; E, eyes (two); T, tail. Tumbler or glass.

**NUMBER OF PLAYERS:** Any number.

**RULES OF THE GAME:** Distribute paper and pencils to each contestant. Select one player to start the game. The first player rolls the cube from the glass, and he must roll an "H" to begin playing. If he fails to roll an "H", the player to his right rolls and attempts to receive an "H". The first player to receive an "H" is entitled to draw the Blue Ox's head. A player may continue to play as long as he rolls a letter he can use in drawing a Blue Ox. When he fails to roll a letter he can use, he passes the cube to the next player. (After a player rolls an "H", he may add the smoke or eyes, but he may not add anything to the body until he successfully rolls a "B".

There are ten parts to a Blue Ox. The first contestant to complete a drawing wins.

# FIELD AND COURT DIMENSIONS

# TOURNAMENT CHARTS

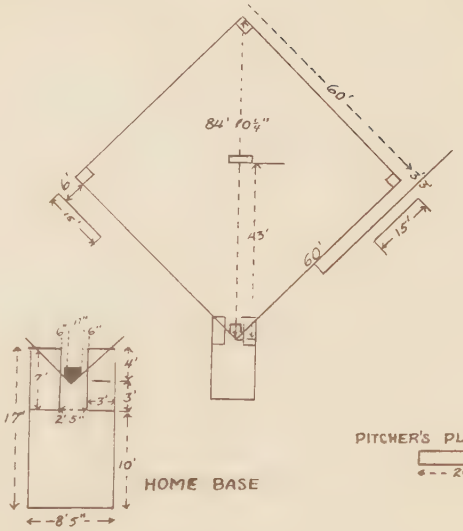
# and

# GENERAL INFORMATION

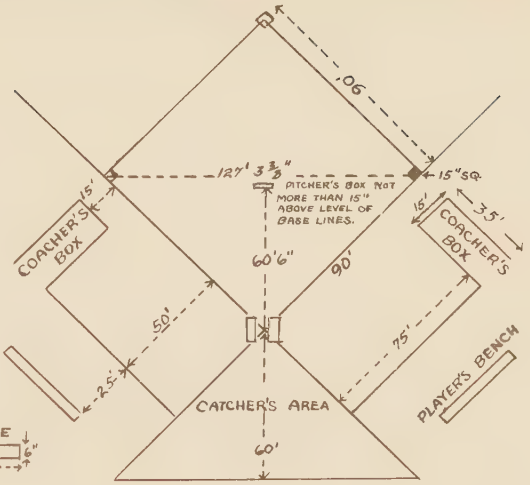
# Field Sizes — Football

# Court Sizes — Net Games

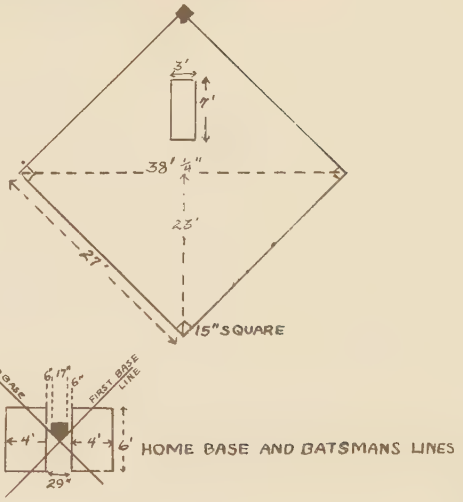
## SOFT BALL



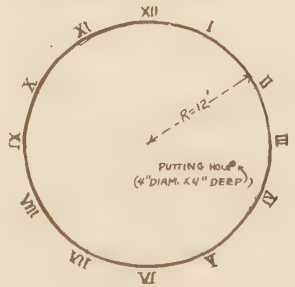

## BASEBALL



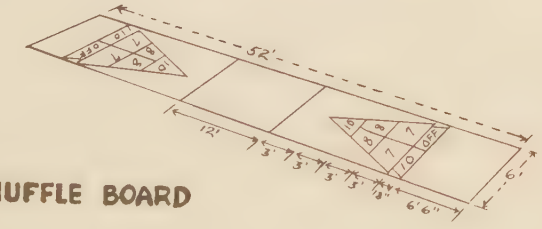

## INDOOR BALL



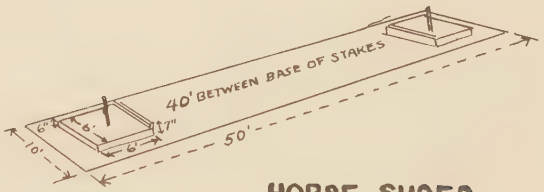

## CLOCK GOLF




## SHUFFLE BOARD




## HORSE SHOES



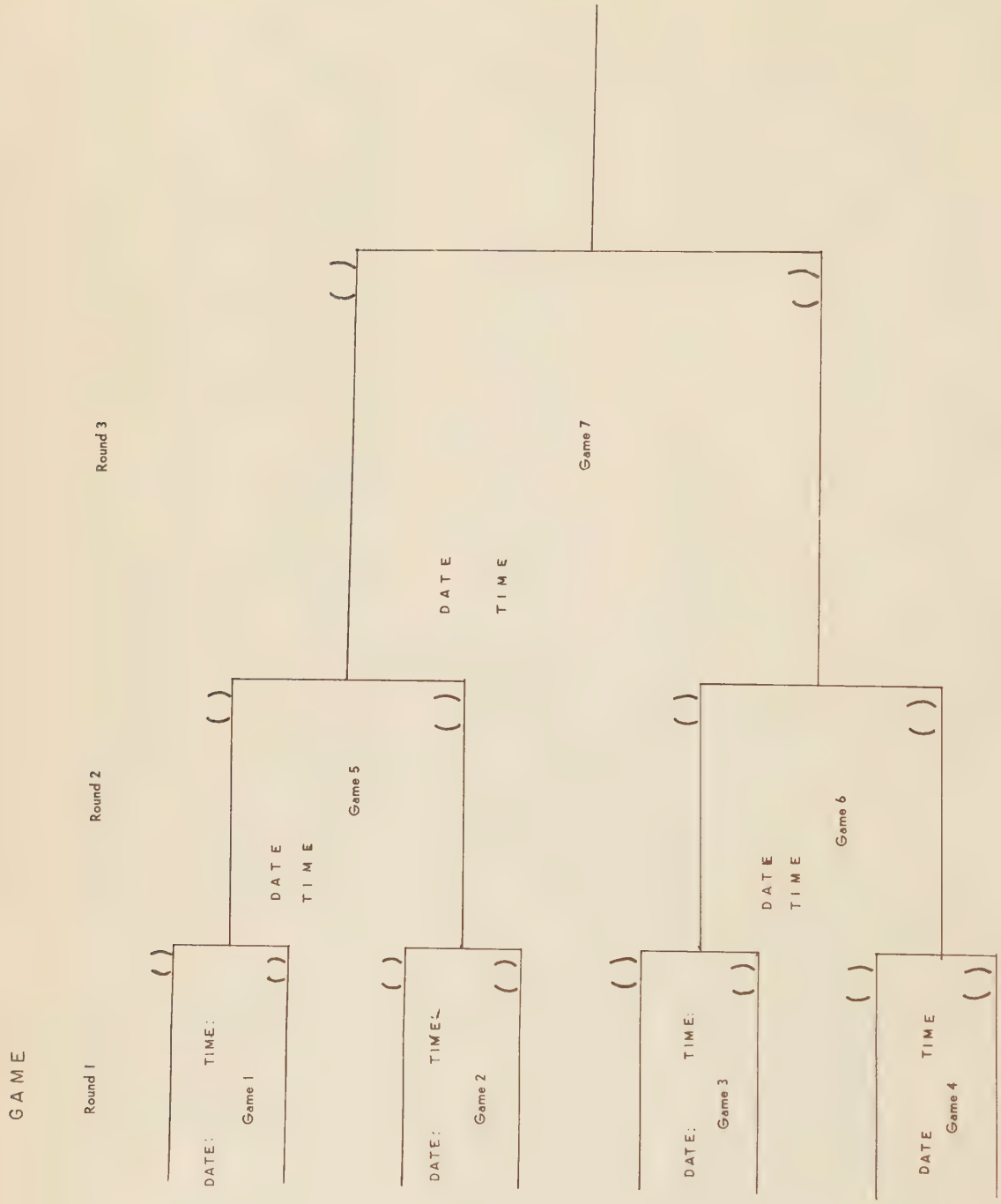
# TOURNAMENT SCHEDULE TABLE

| Byes Top | Byes Bottom | Teams Entered | Single Elimination No. Games | Double Elimination No. Games | Teams Entered |
|---|---|---|---|---|---|
| 0 | 0 | 4 | 3 | 6 or 7 | 4 |
| 1 | 2 | 5 | 4 | 8 or 9 | 5 |
| 1 | 1 | 6 | 5 | 10 or 11 | 6 |
| 0 | 1 | 7 | 6 | 12 or 13 | 7 |
| 0 | 0 | 8 | 7 | 14 or 15 | 8 |
| 3 | 4 | 9 | 8 | 16 or 17 | 9 |
| 3 | 3 | 10 | 9 | 18 or 19 | 10 |
| 2 | 3 | 11 | 10 | 20 or 21 | 11 |
| 2 | 2 | 12 | 11 | 22 or 23 | 12 |
| 1 | 2 | 13 | 12 | 24 or 25 | 13 |
| 1 | 1 | 14 | 13 | 26 or 27 | 14 |
| 0 | 1 | 15 | 14 | 28 or 29 | 15 |
| 0 | 0 | 16 | 15 | 30 or 31 | 16 |
| 7 | 8 | 17 | 16 | 32 or 33 | 17 |
| 7 | 7 | 18 | 17 | 34 or 35 | 18 |
| 6 | 7 | 19 | 18 | 36 or 37 | 19 |
| 6 | 6 | 20 | 19 | 38 or 39 | 20 |
| 5 | 6 | 21 | 20 | 40 or 41 | 21 |
| 5 | 5 | 22 | 21 | 42 or 43 | 22 |
| 4 | 5 | 23 | 22 | 44 or 45 | 23 |
| 4 | 4 | 24 | 23 | 46 or 47 | 24 |
| 3 | 4 | 25 | 24 | 48 or 49 | 25 |
| 3 | 3 | 26 | 25 | 50 or 51 | 26 |
| 2 | 3 | 27 | 26 | 52 or 53 | 27 |
| 2 | 2 | 28 | 27 | 54 or 55 | 28 |
| 1 | 2 | 29 | 28 | 56 or 57 | 29 |
| 1 | 1 | 30 | 29 | 58 or 59 | 30 |
| 0 | 1 | 31 | 30 | 60 or 61 | 31 |
| 0 | 0 | 32 | 31 | 62 or 63 | 32 |

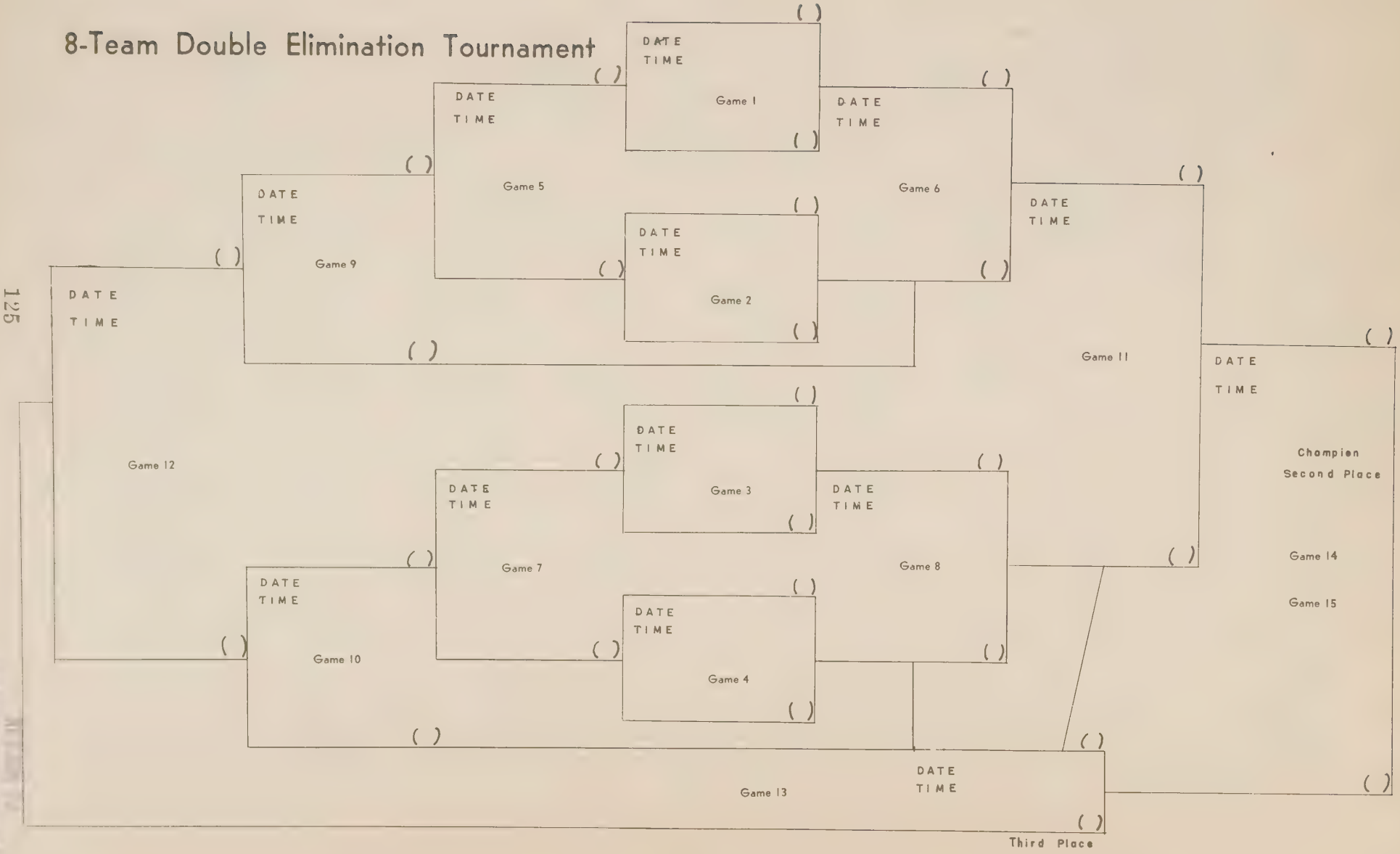
In making up a tournament bracket, the following factors should be considered:

1. Number of entries.
2. When the entries are 4, 8, 16, 32, 64 or any other power of "2", your bracket will meet in pairs.
3. When the number of teams or players is not the power of "2", the bye shall come in the first round.
   Example: 7 teams or players—use an 8 bracket. One bye is necessary.
   12 teams or players—use a 16 bracket. Four byes are necessary, two in the upper bracket and two in the lower bracket. (See the tournament table below).
4. To determine the number of byes, subtract the number of teams or players from the next highest power of "2" (4, 8, 16, 32, etc.).
5. When the byes are uneven, the odd one may be placed in either the top or bottom bracket.
6. To determine who shall be given the byes,
   A. The first draw will receive the bye, when only one is needed.
      1. Complete drawing for the rest of the bracket.
   B. If more than one bye is required, determine on your bracket where the bye will be placed, then place the team or players in the order in which the names are drawn.
7. Seeding the Draw:
   A. The purpose is to place outstanding teams or players in separate brackets so they will not meet in the early rounds of the tournament.
   B. Two or more teams or players may be seeded.
   C. Two may be seeded in an 8 bracket tournament.
      Four may be seeded in a 16 bracket tournament.
      Eight may be seeded in a 32 bracket tournament.
   D. Seeded teams or players are usually placed in the 1st, 5th, 9th, 13th, 17th, 21st, 25th positions.
   E. Seeded teams or players 1 and 4 or 1 and 3 may be placed in 1st or 5th position of the bracket.
      Seeded teams or players 2 and 3 or 2 and 4 may be placed in the 9th and 13th position of the bracket.

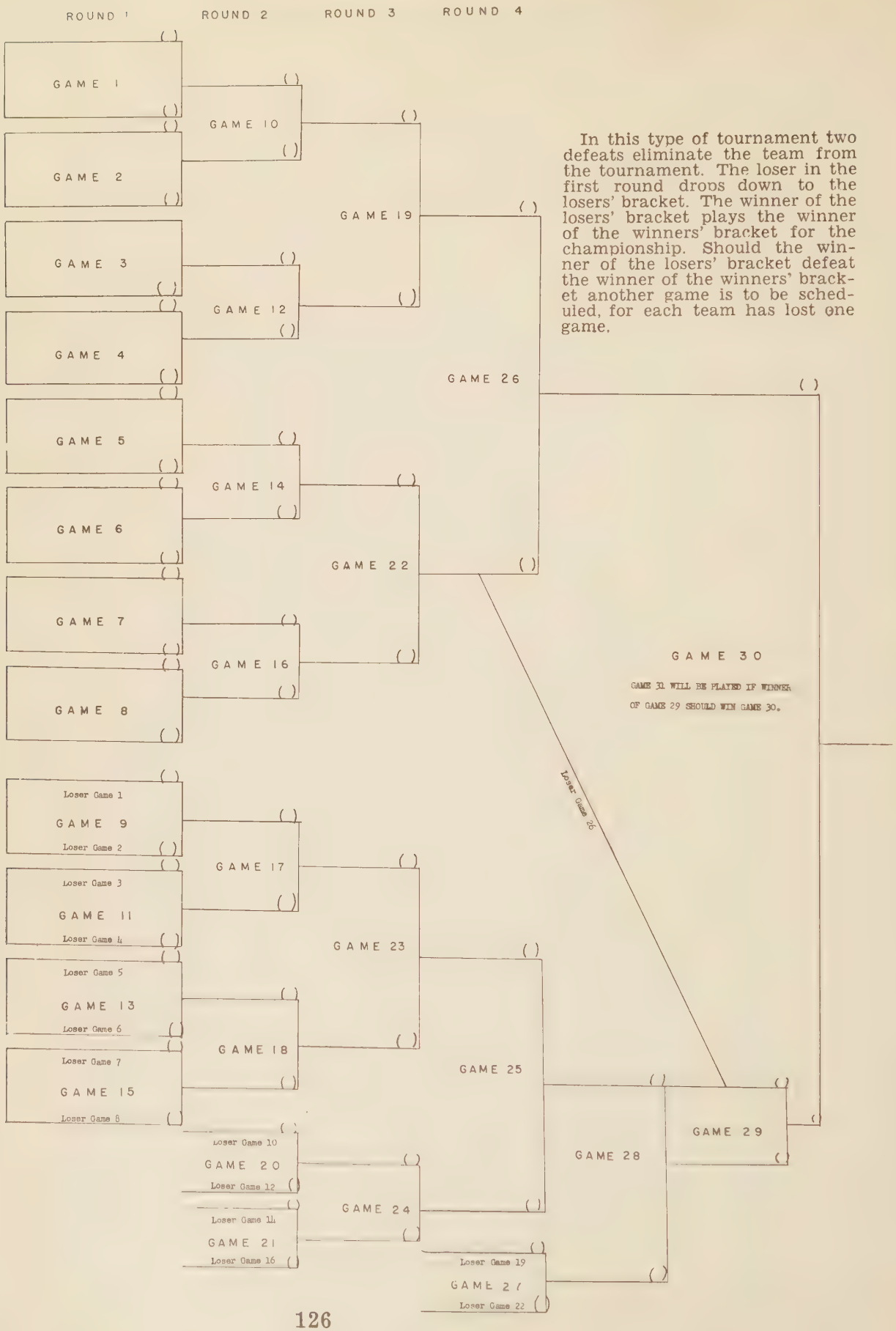
# Single Elimination Tournament



# 8-Team Double Elimination Tournament



# 16-Team Double Elimination Table




In this type of tournament two defeats eliminate the team from the tournament. The loser in the first round drops down to the losers' bracket. The winner of the losers' bracket plays the winner of the winners' bracket for the championship. Should the winner of the losers' bracket defeat the winner of the winners' bracket another game is to be scheduled, for each team has lost one game.

# ROUND ROBIN SCHEDULES

**Round Robin Formula:**

**N—Number of Teams  $\frac{N\ (N-1)}{2}$ =Number of Games to Be Played**

| Rds. | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| **4 TEAMS—** | | | | | | | | | | | |
| **4 $\frac{(4-1)}{2}$=6 Games** | | | | | | | | | | | |
| | 1-2 | 1-3 | 1-4 | | | | | | | | |
| | 3-4 | 2-4 | 2-3 | | | | | | | | |
| **5 TEAMS—** | | | | | | | | | | | |
| **5 $\frac{(5-1)}{2}$=10 Games** | | | | | | | | | | | |
| | 4-1 | 3-5 | 2-4 | 1-3 | 5-2 | | | | | | |
| | 3-2 | 2-1 | 1-5 | 5-4 | 3-4 | | | | | | |
| **6 TEAMS—** | | | | | | | | | | | |
| **6 $\frac{(6-1)}{2}$=15 Games** | | | | | | | | | | | |
| | 1-2 | 1-6 | 1-5 | 1-4 | 1-3 | | | | | | |
| | 6-3 | 5-2 | 4-6 | 3-5 | 2-4 | | | | | | |
| | 5-4 | 4-3 | 3-2 | 2-6 | 6-5 | | | | | | |
| **7 TEAMS** | | | | | | | | | | | |
| **7 $\frac{(7-1)}{2}$=21 Games** | | | | | | | | | | | |
| | 1-6 | 7-5 | 6-4 | 5-3 | 4-2 | 3-1 | 2-7 | | | | |
| | 2-5 | 1-4 | 7-3 | 6-2 | 5-1 | 4-7 | 3-6 | | | | |
| | 3-4 | 2-3 | 1-2 | 7-1 | 6-7 | 5-6 | 4-5 | | | | |
| **8 TEAMS—** | | | | | | | | | | | |
| **8 $\frac{(8-1)}{2}$=28 Games** | | | | | | | | | | | |
| | 1-2 | 1-8 | 1-7 | 1-6 | 1-5 | 1-4 | 1-3 | | | | |
| | 8-3 | 7-2 | 6-8 | 5-7 | 4-6 | 3-5 | 2-4 | | | | |
| | 7-4 | 6-3 | 5-2 | 4-8 | 3-7 | 2-6 | 8-5 | | | | |
| | 6-5 | 5-4 | 4-3 | 3-2 | 2-8 | 8-7 | 7-6 | | | | |
| **9 TEAMS—** | | | | | | | | | | | |
| **9 $\frac{(9-1)}{2}$=36 Games** | | | | | | | | | | | |
| | 1-8 | 9-7 | 8-6 | 7-5 | 6-4 | 5-3 | 4-2 | 3-1 | 2-9 | | |
| | 2-7 | 1-6 | 9-5 | 8-4 | 7-3 | 6-2 | 5-1 | 4-9 | 3-8 | | |
| | 3-6 | 2-5 | 1-4 | 9-3 | 8-2 | 7-1 | 6-9 | 5-8 | 4-7 | | |
| | 4-5 | 3-4 | 2-3 | 1-2 | 9-1 | 8-9 | 7-8 | 6-7 | 5-6 | | |
| **10 TEAMS—** | | | | | | | | | | | |
| **10 $\frac{(10-1)}{2}$=45 Games** | | | | | | | | | | | |
| | 1-2 | 1-10 | 1-9 | 1-8 | 1-7 | 1-6 | 1-5 | 1-4 | 1-3 | | |
| | 10-3 | 9-2 | 8-10 | 7-9 | 6-8 | 5-7 | 4-6 | 3-5 | 2-4 | | |
| | 9-4 | 8-3 | 7-2 | 6-10 | 5-9 | 4-8 | 3-7 | 2-6 | 10-5 | | |
| | 8-5 | 7-4 | 6-3 | 5-2 | 4-10 | 3-9 | 2-8 | 10-7 | 9-6 | | |
| | 7-6 | 6-5 | 5-4 | 4-3 | 3-2 | 2-10 | 10-9 | 9-8 | 8-7 | | |
| **11 TEAMS—** | | | | | | | | | | | |
| **11 $\frac{(11-1)}{2}$=55 Games** | | | | | | | | | | | |
| | 1-10 | 11-9 | 10-8 | 9-7 | 8-6 | 7-5 | 6-4 | 5-3 | 4-2 | 3-1 | 2-11 |
| | 2-9 | 1-8 | 11-7 | 10-6 | 9-5 | 8-4 | 7-3 | 6-2 | 5-1 | 4-11 | 3-10 |
| | 3-8 | 2-7 | 1-6 | 11-5 | 10-4 | 9-3 | 8-2 | 7-1 | 6-11 | 5-10 | 4-9 |
| | 4-7 | 3-6 | 2-5 | 1-4 | 11-3 | 10-2 | 9-1 | 8-11 | 7-10 | 6-9 | 5-8 |
| | 5-6 | 4-5 | 3-4 | 2-3 | 1-2 | 11-1 | 10-11 | 9-10 | 8-9 | 7-8 | 6-7 |
| **12 TEAMS—** | | | | | | | | | | | |
| **12 $\frac{(12-1)}{2}$=66 Games** | | | | | | | | | | | |
| | 1-2 | 1-12 | 1-11 | 1-10 | 1-9 | 1-8 | 1-7 | 1-6 | 1-5 | 1-4 | 1-3 |
| | 12-3 | 11-2 | 10-12 | 9-11 | 8-10 | 7-9 | 6-8 | 5-7 | 4-6 | 3-5 | 2-4 |
| | 11-4 | 10-3 | 9-2 | 8-12 | 7-11 | 6-10 | 5-9 | 4-8 | 3-7 | 2-6 | 12-5 |
| | 10-5 | 9-4 | 8-3 | 7-2 | 6-12 | 5-11 | 4-10 | 3-9 | 2-8 | 12-7 | 11-6 |
| | 9-6 | 8-5 | 7-4 | 6-3 | 5-2 | 4-12 | 3-11 | 2-10 | 12-9 | 11-8 | 10-7 |
| | 8-7 | 7-6 | 6-5 | 5-4 | 4-3 | 3-2 | 2-12 | 12-11 | 11-10 | 10-9 | 9-8 |

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